THE

BOY SCOUTS ASSOCIATION

(INCORPORATED BY ROYAL CHARTER)

INDIAN BRANCH,

VICEREGAL LODGE,

SIMLA.

DELHI.

POLICY, ORGANISATION AND RULES FOR INDIA (AND OPTIONAL TO BURMA).

SEPTEMBER

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RULES ON HOW TO PLAY THE GAME OF SCOUTING FOR BOYS.

PREAMBLE.

All Rules applying to the various branches of the Boy Scouts Association throughout the British Empire are subject to the provisions of the Royal Charter by which the Association is incorporated.

The Rules now published have been accepted by the Committee of the Council at Imperial Headquarters in London as the Rules for India.

Any alteration of Rules embodying main principles will require confirmation of that body in order to comply with the terms of the Charter, but questions of detail such as uniform or procedure are delegated to the General Council for India.

Indian interests at Imperial Headquarters are looked after by the "Commissioner for Overseas" and it is the policy of the Chief Scout and Committee to have several members on the Council of the Boy Scouts Association closely associated with India.

The expression "Chief Scout" in the following Rules refers to the Officer so designated in the Royal Charter—at present Sir Robert Baden-Powell. In other cases, the expressions "Chief Scout for India and Burma" or "Provincial or State Chief Scout" are used.

Note for 1928 Edition.

The Rules were introduced in 1921 and revised in 1923, 1924 and 1926; a further revision has now been made in the light of criticisms received. Further amendments will subsequently be made as experience may render necessary.

CUNNINGHAM,

Chief Commissioner for India.

THE

BOY SCOUTS ASSOCIATION.

INDIAN BRANCH.

RULES.

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When printed in italics the word *Scout* includes Wolf Cubs and Rover Scouts; and the word *Scoutmaster* includes Cubmasters and Rover Scout Leaders.

I.—GENERAL PRINCIPLES.

1. AIMS.

The Aim of the Boy Scouts Association is to help the boys in India, irrespective of race, creed or caste, to become good citizens of their Motherland, and of the Empire, reverencing God, living as loyal subjects and subordinating personal interests to the welfare of others; abstaining from violence of thought, word or action; to form their character by training them in habits of observation, obedience and self-reliance; to teach them services useful to the public and handicrafts useful to themselves, and to promote their physical development and health, so that they may be made effective members of the great Scout Brotherhood of Service.

On enrolment the Scout makes the following promise :—

On my honour I promise to do my best—

To do my duty to God and the King,
To help other people at all times,
To obey the Scout Law.

N. B.—Troops may at will take the first promise in the following form :—

To do my duty to God, King and Country.

Buddhist troops may substitute the word "Religion" for the word "God".

The Scout Law is—

(1) A Scout's honour is to be trusted.

(2) A Scout is loyal to the King, his country, his officers, his parents, his employers and to those under him.

(3) A Scout's duty is to be useful and to help others.

... a friend to all, and a brother to every other ...ter to what social class the other

...ns.

... to animals.

(7) A Scout obeys orders of his parents, Patrol-leader or Scoutmaster, without question.

(8) A Scout smiles and whistles under all difficulties.

(9) A Scout is thrifty.

(10) A Scout is clean in thought, word and deed.

For the promise made by a Cub on enrolment, see Rule 20.

A Rover Scout makes the same promise as a Scout, see Rule 77.

For the promise made by all Officers, see Rule 77.

2. MEMBERSHIP.

The Association can only admit to affiliation bodies who accept as a basis the threefold Promise of the Scout or the twofold Promise of the Wolf Cub (see Rules 1 and 20), the system of instruction contained in "Scouting for Boys in India", or "The Wolf Cub Handbook", by Sir Robert Baden-Powell, and these Rules.

Any person can become an associate of a Local Association on the payment of such subscription as the Association may decide.

Subject to the above, the organisation is open to residents in India of every class and denomination; and also the Organisations specified in footnote* can apply to Provincial/State Headquarters through the Local Association and Commissioner for a special registration of Groups which they raise. Groups so registered are known as "controlled" Groups in contra-distinction to "open" Groups and the person or committee appointed by the body concerned to exercise its functions with respect to such a Group is known as the "Controlling Authority". For the effect of a "controlled" registration see Rule 12.

Where there is no Local Association recognised by a Provincial or State Council, the organisations authorised by Provincial or State Headquarters may raise Groups confined to boys connected with such bodies and nominate officers for appointment.

* The Bodies which may apply for registration of a "controlled Group" under Rule 2 are:—Public, Preparatory and other Secondary Schools (see Rule 78); and the Y. M. C. A.

The organisation is anxious to promote internal and international peace by entering into friendly relations with organisations both inside and outside India which have similar aims in view, and to exchange visits, correspondence and ideas with them, but is not permitted to extend affiliation to foreign Societies or membership of the Organisation to aliens. Alien friends can be attached to Groups as honorary members, but should not be granted badges of rank, or warrants except by special permission of Provincial or State Headquarters.

All *Scouts* registered by a Local Association (Rule 10), or in accordance with No. 16 of these Rules, are considered members of the organisation while so registered, as are all officers porperly holding warrants or non-executive rank under these Rules, persons holding honorary rank, and members of the General, Provincial and State Councils and of Local Associations while serving as such. (See Rules 7, 9, 10, Part III.) The membership of any person may be determined by resolution of the Committee of the Council.

Cordiality is to be maintained towards other organisations with similar objects in view.

3. RELIGIOUS POLICY AND GENERAL CHARACTER.

(*a*) The Association is non-sectarian. It is expected that every *Scout* shall strive to put into daily practice the precepts of the religion to which he belongs, reverently respecting the faiths of others. Where a Group is composed of members of one particular form of religion, it is hoped that the Group Scoutmaster will arrange such denominational religious observances and instructions as he, in consultation with the appropriate religious authority, may consider best.

Where a Group consists of *Scouts* of various religions, they should be encouraged to attend the service of their own denomination, and Group religious services should not be held. In camp any form of daily prayer should be of the simplest character, attendance being voluntary.

(*b*) The Association is not in connection with any political body. Its members are not allowed to take part, in the uniform of Rovers, Scouts, Cubs, or Scout Officers in any meetings or demonstrations of a political nature, or in the public reception of anyone engaged on a political mission.

(*c*) The Association is non-military and has no connection with any military organisation.

(*d*) The Association is a public and non-official body not controlled or directed by any Government Department.

4. FINANCE.

The spirit of the Movement is that, on the part of the boys themselves, money should be saved or earned and not solicited. (See Rule 61.)

General Headquarters Finance.—A balance sheet and income and expenditure account are published in the Annual Report.

Scout Groups, Provincial, State and Local Associations are expected to support themselves locally; contributions to General Headquarters, whilst not obligatory, are welcome.

II.—ORGANISATION.

5. CHART.

The scheme of organisation is best explained in the form of a chart showing the system of decentralisation to Local Associations, which are the bodies in direct touch with the Scout Commissioners and *Scoutmasters*, and form the effective unit of control.

IMPERIAL HEADQUARTERS.
CHIEF SCOUT AND COUNCIL
WITH
EXECUTIVE COMMITTEE.

INDIAN HEADQUARTERS.

CHIEF SCOUT FOR INDIA AND BURMA
WITH
CHIEF COMMISSIONER
AND
GENERAL COUNCIL FOR INDIA.

PROVINCIAL CHIEF SCOUTS
WITH
PROVINCIAL COMMISSIONERS AND PROVINCIAL COUNCILS.

- DISTRICT COMMISSIONERS WITH LOCAL ASSOCIATIONS.
  - TROOPS.
    - CUB SIXES. (in Packs).
    - SCOUT PATROLS.
    - ROVER PATROLS.
  - TROOPS.
    - CUB SIXES. (in Packs).
    - SCOUT PATROLS.
    - ROVER PATROLS.
- DISTRICT COMMISSIONERS WITH LOCAL ASSOCIATIONS.
  - TROOPS.
    - CUB SIXES. (in Packs).
    - SCOUT PATROLS.
    - ROVER PATROLS.
  - TROOPS.
    - CUB SIXES. (in Packs).
    - SCOUT PATROLS.
    - ROVER PATROLS.

Assistant Provincial and District Commissioners may be appointed, if necessary.

In Madras the second link in the Provincial organisation consists of District Commissioners with District Councils who may or may not have Local Associations subject to them within their area.

6. HEADQUARTERS COUNCIL AND COMMITTEE.

Patron.—His Royal Highness The Prince of Wales is Patron of the Boy Scout Movement in India.

Chief Scout for India and Burma.—In accordance with the practice in all Overseas States, His Excellency the Viceroy is appointed Chief Scout for India and Burma as representative of the King from whom the Baden-Powell Association received its Royal Charter of incorporation.

Provincial and State Chief Scouts.—The Heads of Provinces and States are normally appointed Provincial and State Chief Scouts for the same reason. They have the right to attend meetings of the Provincial and State Councils concerned.

Chief Commissioner.—Under the terms of the Royal Charter a definite link has to be established between Imperial Headquarters and Branches of the Movement in the Empire. The Chief Commissioner will therefore be appointed by Imperial Headquarters, but on the recommendation of the General Council conveyed through the Chief Scout for India and Burma.

7. GENERAL COUNCIL FOR INDIA.

The functions of the General Council shall be advisory only, in order to effect the purposes set out in these rules. It shall consist of—

The Chief Commissioner, President,

The Provincial / State Commissioners,

The Presidents of Provincial / State Councils,

and two representatives delegated by every Province or State where the Provincial or State Association controls ten Troops or more (whether in one Local Association or more).

One representative delegated by every Province or State where the Provincial or State Association controls less than ten Troops (whether in one Local Association or more).

Distinguished persons interested in the Movement co-opted by the above, but so that the total number of such co-opted members shall not exceed one-third of the above.

A member of the General Council shall hold office until the 30th September following his or her appointment, but shall be

eligible for re-appointment, re-delegation, or re-co-option as the case may be.

The Chief Scout for India and Burma can only attend large rallies at his own discretion, and on special occasions.

Ten Members shall form a quorum for a meeting of the General Council.

Donors of Rs. 100 and upwards to General Headquarters, Indian Branch, funds are regarded as Life Associates of the Boy Scouts Association, Indian Branch. Annual Subscribers of Rs. 20 or more are regarded as Associates during the continuance of their subscriptions. (See Rule 98.)

8. DECENTRALISATION.

Administration will be on a provincial basis keeping in mind, however, the desirability of fostering a sense of all-India unity. The latter object will be the duty of the Chief Commissioner and the General Council for India.

9. PROVINCIAL OR STATE COUNCILS.

In deference to the principle of devolution of control the precise organisation to be adopted by Provinces or States is not defined by rule, but it must in each Province or State satisfy the following conditions:—

(*a*) Control is to be exercised as a private organisation and not by the Government or its officers as such.

(*b*) Officers of the Indian Civil Service, Army, Railways, Police, &c., may be offered offices in the Provincial or State Associations on the distinct understanding that they are to act in their private and not official capacity.

(*c*) The nature of the Provincial or State Organisation proposed shall be submitted to the Chief Commissioner for such criticism as he may, with, if need be, the advice of the General Council, deem it necessary to offer.

(*d*) Provincial and Assistant Provincial, State and Assistant State Commissioners shall be appointed by the Chief Commissioner on the recommendation of the Provincial or State Council concerned. Their Warrants shall be signed by the Provincial or State Chief Scout and the Chief Commissioner.

(*e*) Provincial and Assistant Provincial, State and Assistant State Commissioners shall in no case be salaried officers of the Provincial or State Association.

(*f*) The services of salaried Scout officials may be obtained or accepted, but such officials shall be directly under the orders of the Provincial or State Commissioner or the Provincial or State Council, as the case may be, and shall not occupy any position of control. Organising Commissioner, or preferably Organising Secretary, are suggested as suitable titles for such officers. Camp Chiefs and Deputy Camp Chiefs may also be salaried officials, but subject to this Rule in respect of control.

Functions of Provincial and State Councils.—The function of Provincial and State Councils shall be—

(1) To recommend to the Chief Commissioner (or Provincial or State Chief Scout) gentlemen for appointment as Provincial or Assistant Provincial, State or Assistant State Commissioners.

(2) To advise Provincial or State Commissioners in the administration of the movement in their respective areas and in the collection and expenditure of Provincial and State funds.

(3) To promote the welfare of the Scout movement in their Province or State, to educate the public and to arrange for harmonious co-operation between the Local Associations and officers and Scouts in the Province or State without interfering with the independence and initiative of the Local Associations or Scout Groups under them.

(4) To undertake publication of Scout literature, specially in the vernaculars.

(5) To recommend to the Chief Commissioner any modifications in the rules which they may deem necessary.

(6) To form an Executive Committee, if considered desirable.

10. LOCAL ASSOCIATIONS.

May be formed in any town or village to support and spread the Scout Movement locally. Anyone over 18 years of age who complies with Rule 2 is eligible for membership. A Local Association draws up its own Bye-laws subject to approval by the Provincial or State Council (a specimen set is printed as Appendix A hereto) and appoints its own office-bearers and Executive Committee (subsequently elected annually).

Where it is desired to form a new Local Association, a Scout Commissioner or his deputed representatives should arrange for a meeting to be held, at which some influential gentleman should be invited to take the chair. Representatives from boys' organisations already working in the locality, as well as schoolmasters and schoolmistresses and others who are interested in work among boys, should be invited to attend to elect the members of the Local Association.

The Local Association should appoint a President, Vice-President, Chairman, Honorary Treasurer, Honorary Secretary for one year; after the close of this period persons to fill these posts will be elected annually.

All *Scout* Officers warranted for the area of the Local Association are *ex-officio* members of the Local Association, but with the exception of Scout Commissioners and District Scoutmasters, they are not *ex-officio* members of the Executive Committee. Other members shall be elected in accordance with the Bye-laws of the Local Association. Group Officers are not members *ex-officio* of the Executive Committee of a Local Association. Assistant *Scoutmasters* may attend the meetings and speak, but (unless they are elected members) may not vote except when representing their Sections in the absence of their *Scoutmasters*, in which case one Assistant may vote.

Group Officers may not be Presidents of Local Associations unless with special permission of the Provincial or State Council, but gentlemen not holding warrants may be elected to that position. The Executive Committee of a Local Association should consist of at least as many other members as Group Officers. It is most important that an efficient and keen Secretary be appointed. Scout Officers are eligible for election as Secretaries of Local Associations. Secretaries of Local Associations may be salaried officers.

The area to be administered by a Local Association* is settled by the Provincial or State Commissioner on whose recommendation a Warrant, giving it authority over its area, is issued or withdrawn by the Provincial or State Headquarters on the recommendation of the District Commissioner or, if there is none, of the Provincial or State Commissioner.

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* Advice as to methods of starting a new Local Association will be found in the "Scout Commissioner's Handbook".

The functions of Local Associations are—

(*a*) To supervise and encourage the Scout Movement within their area, with the least possible amount of interference with the independence and initiative of the Groups.

(*b*) To work in co-operation with other recognised organisations for boys. [See Rules 2 and 10 (*c*, *d* and *e*).]

(*c*) To recommend to $\frac{\text{Provincial}}{\text{State}}$ Headquarters Groups for registration and Officers, up to and including District Officers, for Warrants [see Rules 42 and 48 (*g*)].

(*d*) To confer on Officers as above giving up executive rank the corresponding honorary rank [see Rules 48(*g*) and 49].

(*e*) To make Non-Executive appointments, *viz.*, Lady Worker, Surgeon, Chaplain, Instructor, Examiner and Secretary of Local Association. [See Rules 48 (*g*) and 50].

(*f*) To nominate suitable persons to act as *Scout* Officers within their area, and to recommend them to the District Commissioner for a Warrant from the Provincial or State Council.

(*g*) To register, or, pending enquiry by the District Commissioner, to refuse to register, or to suspend any *Scout*, Officer, Group or section thereof within its area. No *Scouts* will be recognised unless registered. A Local Association may delegate the registration and suspension of *Scouts* to the *Scoutmaster* of the Group to which they belong, but the *Scout* has the right to appeal to the Local Association or the District Commissioner.

(*h*) To be responsible for the granting of all *Scout* badges and awards to Groups or *Scouts* under its jurisdiction. Badge Committees of ladies and gentlemen may be formed for this purpose, for which Group and other Officers are eligible, but they should not take part in the examination of *Scouts* in their own Groups or those whom they have trained themselves.

(*i*) To Supervice Group Finance; to encourage the formation of Group Committees for finance, trusteeship for Group property, &c.

(*j*) Where Sea Scouts exist or boating is part of the Scout training of a Group, to appoint a special Committee to frame Bye-laws for proper supervision of the use and equipment of all vessels and boats and for the safety of the Scouts using them. Where two or more Local Associations abut on the same river or harbour, a Joint Committee may be formed, even if the Associations lie in different Provinces. This Committee is to advise and co-ordinate the Sea Scout work in its waters.

(*k*) To submit all Bye-laws for approval by the Provincial Council, supplying a duplicate copy for filing.

(*l*) To make an Annual Census.

Local Association Finance.—Local Associations should raise locally the amount required for working expenses or for helping Groups in the Association. Subscriptions and donations for this purpose should be paid to the Treasurer of the Local Association and not to any individual Group officer. A Local Association may require a small registration fee and annual subscription from each Group and subscriptions from members of the Local Association.

11. SCOUT ASSOCIATIONS IN INDIAN STATES.

Scout Associations in Indian States may, if they so desire, be affiliated to the Boy Scouts Association. Affiliation is granted on condition that the Association in question is approved of by the Ruler of the State concerned, and that it professes willingness on affiliation to abide by the principles of the Baden-Powell Boy Scouts Association. The internal organisation is left for local arrangement within the State and the Boy Scouts Association (India) confines itself to supplying encouragement, advice, and information to the State Association and to trying to secure adherence in spirit to the general principles and aims of the Boy Scouts Association as stated in Part I of these Rules.

12. SCOUT GROUPS.

(*i*) A complete Scout Group consists of the following three sections:—Cub Pack, Scout Troop and Rover Scout Crew, but may at any given time consist of one or more sections only.

A *Scout* can only belong to one Scout Group, but may be temporarily attached to another if eligible [see Rule 78 (*e*)].

Each group must have a Group Scoutmaster with assistants for each section; normally the Scoutmaster, *i. e.*, the person in charge of the Scout Troop, will be the Group Scoutmaster, but if the Local Association and District Commissioner consider it desirable they may appoint as Group Scoutmaster the person in charge of the Pack or the Crew, or even a fourth individual. The Group Scoutmaster is entitled to a warrant as such.

(*ii*) No Group can be recognised unless registered at Provincial or State Headquarters (see Rules 9, 10, 67 and 73).

In certain cases—see Rule 2—Groups may be registered as "controlled". The effect of registration as a "controlled" (as distinguished from an "open") Group is as follows:—

(*a*) The Controlling Authority shall not (except as afterwards provided in this section) admit, in the case of Groups raised by any of the other bodies specified in the footnote to Rule 2, boys who belong to some other similar body.

Non-observance of this provision does not of itself change the nature of the registration, but, if deliberate, forms a valid ground for recommendation to Provincial or State Headquarters by the Local Association and Commissioner that the registration should be altered.

Where, however, in their opinion it is desirable, the Local Association and Commissioner may give permission for such other boys to be admitted to a "controlled" Group, but in such cases the Group must be subject to the provisions of Rule 3.

(*b*) The Controlling Authority obtains the right to nominate persons for appointment as officers of the Group, and such nominations must be accepted by the Local Association and Commissioner, except in the special circumstances mentioned in Rule 10 (*e*).

(iii) Group Council.

Where a Group consists of two or more sections, representatives of such sections should meet regularly to discuss matters affecting the Group. Such meeting is called "Group Council". The Group Scoutmaster will be Chairman.

(iv) Group Committee.

It is desirable in all cases that a small Group Committee composed of parents of the *Scouts* and others interested in the Group should be formed to be responsible for Group property and to assist the Group Scoutmaster with finance (see paragraph v. below), propaganda, and obtaining club rooms, camping grounds, and employment for the *Scouts* in the Group.

The Group Scoutmaster should be a member of the Group Committee.

Members of a Group Committee are appointed or retired—

(*a*) In the case of "controlled" Groups by the Group Scoutmaster subject to the approval of the Controlling Authority.

(*b*) In the case of "open" Groups by the Group Scoutmaster subject to the approval of the Local Association. In the event of the Local Association refusing such approval, the Group Scoutmaster may appeal to the Commissioner.

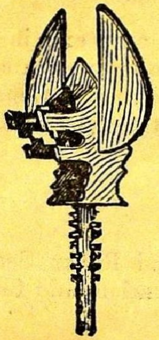
(v) Group Property and Finance.

Wherever Group Property exists a deed of trust (of which model forms can be obtained at Provincial or State Headquarters) should be adopted; in the case of "controlled" Groups a letter of agreement between the Group Scoutmaster and the controlling authority, with a schedule of the property, may be sufficient to avoid disputes as to ownership in case the Group be disbanded.

Group Scoutmasters must see that Group accounts are kept, and, where boys' subscriptions are concerned, the boys have the right to inspect the accounts. A common form of account-keeping should be adopted, and Annual Accounts with a Schedule of Group Property must be submitted to an audit by the Local Association if required.

Where outside subscriptions to Scout Groups are received, such subscriptions must be administered by Group Committee and not by any individual Group Scoutmaster.

13. WOLF CUB PACKS.



A Pack is one of the sections of a Scout Group and is in charge of a Cubmaster.

If the number of boys, in the pack exceeds 36, one or more Assistant Cubmasters must be appointed (see also Rules 10, 67 and 73.)

A Pack is entitled to carry a Totem Pole.

A Pack is divided into sixes, each six consisting of six Cubs, including the Sixer and Second.

14. SCOUT TROOPS.

A Scout Troop is one of the Sections of a Scout Group and is under the charge of a Scoutmaster, with at least one Assistant Scoutmaster to ensure continuity.

A Troop is divided into Patrols consisting of 6 to 8 scouts, including Patrol Leader and Second. The Patrol should be the unit in all competitions and exercises, and the formation of Specialised Patrols is recommended; such Patrols may appear on parade with their own appropriate implements other than rifles.

If the Troop consists of more than three patrols, an additional Assistant Scoutmaster is advisable for every three Patrols or fraction thereof.

15. ROVER SCOUT CREWS.

A Crew is one of the sections of a Scout Group and is in charge of a Rover Scout Leader. A Crew consists of one or more Patrols, but a Rover Scout Patrol may consist of four Rover Scouts only including Rover Mate and Second.

Rover Scout Patrols in a Local Association may meet together for special purposes, and for this purpose the Commissioner and Local Association may appoint a District Rover Leader to act as organiser and adviser. [See Rule 47 (*c*).]

16. LONE GROUPS AND LONE SCOUTS.

When no Local Association exists which can register a body of boys wishing to become *Scouts*, the prospective Group Scoutmaster or senior boy should apply to the Commissioner, who will,

if he approves, arrange for registration of the Group at Provincial or State Headquarters, and for its subsequent supervision.

Similarly individual boys who are unable to join any existing Group may apply to the Commissioner, who, if he approves, and can arrange for their subsequent supervision, will have them registered as Lone Scouts or Lone Rover Scouts by the Provincial or State Secretary.

17. BRANCHES OF THE MOVEMENT.

Wolf Cubs, Scouts, Sea Scouts, Rover Scouts and Rover Sea Scouts are all branches of the Boy Scouts Association, and for organisation come under the same scheme.

III.—RANKS AND UNIFORMS.

18. RANKS.

There is a rank of Wolf Cubs, a rank of Scouts and a rank of Rover Scouts with various grades in each (as set out in Rules 19 to 40). There are three ranks of Executive Officers, with various grades in each (as set out in Rules 43 to 48), *viz.*—Group officers, District officers and Commissioners. Non-Executive ranks are described in Rules 51 to 58; Honorary ranks in Rule 49.

The use of other titles and terms denoting naval or military rank is not authorised.

Wolf Cub Officers rank immediately after the corresponding rank of Scout Officers, but have no authority (as such) over Scouts.

The Fleur-de-lys in appropriate form must be worn by all ranks of Scouts, Rover Scouts and Scout and Rover Scout Officers, when in uniform, to indicate membership; The Wolf Cub Head by all ranks of Cubs and Cub Officers.

The First and Second Star Tests and the Second and First Class Scout Test (see Rules 21, 22, 28 and 29) may be amended in the case of physically defective boys with the approval of the Provincial or State Commissioner.

WOLF CUBS.

19. UNIFORM.

The Wolf Cub Badge, which is granted by the Local Association on the recommendation of the Cubmaster, must be worn by all grades of Wolf Cubs in uniform on the front of the cap and on the left breast of the jersey. It is also issued in the form of a brass buttonhole badge which should be worn in mufti.

The possession of this badge is important, as it indicates the wearer as a Wolf Cub. To enable the Local Association to remove it on the resignation or suspension of the Wolf Cub, they should retain the ownership themselves.

A Wolf Cub wears uniform as follows, with the appropriate badges of rank described in Rules 20 and 26.

Scarf or Neckerchief.—Of the Group Colour, worn loosely knotted at throat and ends, or a Group ring (other than Gillwell pattern) of one pattern may be used instead of throat knot.

Kurta, Jersey or Shirt.—White, blue, khaki, green or grey with short (in the case of jerseys, sleeves down or rolled up at the discretion of the Cubmaster) sleeves and at least one pocket.

Shorts.—Of any colour (not white). Each Pack must have an uniform colour.

Shoulder Patch.—Small triangular patch of cloth (the colour of the Six) sewn at top of left sleeve, immediately below the shoulder, with point upwards.

Shoulder Badge.—Indicating the Pack, worn on right shoulder.

Stockings.—(Optional.) Any plain colour; worn turned down below the knee, with green tabbed garter showing outside.

Boots, Shoes or Sandals.—(Optional.) Brown or Black.

Head Dress.—(Optional.) Any suitable head dress (other than Scout hat), blue, khaki, green or grey. Piping (if any) yellow. Sola topis (not white) when necessary.

Great Coats and Mackintoshes.—(Optional.)

Haversack.—(Optional.) Worn as Knapsack, with eyelets or loops for coat straps.

Provincial/State or other Emblem.—If and as authorised, see Rule 66.

No uniform except the above may be worn outside camp limits. Where options or alternatives are authorised, uniformity should, as far as possible, be maintained in individual Packs.

20. TENDERPAD.

To be a Wolf Cub a boy must be between the ages of 7 and 12, but a boy of lower age may be admitted if the Cubmaster is satisfied that he can understand the promise and law and is likely to benefit from Wolf Cub training. He must satisfy his Cubmaster that he knows the Wolf Cub law and salute. He will then make the following promise:—

I promise to do my best—

(1) To be loyal and to do my duty to God and the King, and to keep the law of the Wolf Cub pack;

(2) And to do a good turn to somebody every day.

The law of the Wolf Cub pack is—

(1) The Cub gives in to the Old Wolf;

(2) The Cub does not give in to himself.

He is then a Tenderpad and is entitled to wear the Wolf Cub Badge and Uniform. (See Rule 19.)

21. ONE STAR CUB.

Before being awarded his First Star a Tenderpad must—

(*a*) Know the composition of the Union Jack and the right way to fly it.

(*b*) Be able to tie the following knots, and know their uses:—Reef knot, sheet bend, clove hitch and fisherman's knot; tie up a parcel neatly and securely.

(*c*) Turn a somersault; do leap-frog over another boy of the same size; bowl a hoop or hop round a figure-of-eight course. Throw a ball, first with the right hand, then with the left, so that a boy ten yards away catches it four times out of six; catch a ball thrown to him from ten yards distance four times out of six.

(*d*) Skip with both feet together 30 times. It must be done backward on the toes with the knees slightly bent all the time; the Cub must turn the rope himself. Carry on head, walking upright for 10 yards, three books 8 by 5 inches (the size of the Wolf Cub Handbook) which should be placed flat across the head.

(*e*) Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose.

(*f*) Be able to tell the time by the clock.

(*g*) Have at least three months' service as a Wolf Cub.

The Star is granted by the Local Association on the recommendation of the Cubmaster or by the next senior Commissioner where there is no Local Association. (See Rule 18.)

Uniform as in Rule 19.

The First Star is worn in the front of the cap, on the right of the Wolf Cub badge. Where Wolf Cubs do not wear head-dress, the First Star may be worn on the Shoulder Strap.

22. TWO STAR CUB.

Before being awarded his Second Star a Cub must—

(*a*) Know the alphabet in Morse or Semaphore, and be able to send and read three letters out of four correctly. Alternative for Vernacular Cubs. A Cub may pass the tests for the Observer Badge, but may not wear the badge until he has passed all the Two Star Tests.

(*b*) Know eight points of the compass.

(*c*) Recite or sing two verses of any National poem or song authorised by the Provincial or Assistant Provincial, State or Assistant State Commissioner.

(*d*) Have four annas in a Savings Bank or deposited with his Cubmaster saved by himself.

(*e*) Produce a satisfactory model made entirely by himself in wood, metal, cardboard or clay; or an article knitted or netted, woven or carved; or a set of at least eight sketches drawn by himself in colours (chalk or paint) of National flags, medal ribbons or flowers, with their names clearly written.

(*f*) Wash his own shirt, dhoti or kurta or clean a pair of boots; lay and light a fire and fold his clothes neatly. Be able to run or cycle with a verbal message of not less than 15 words, to go by a certain route and deliver it correctly; or to tidy a garden or compound by collecting a basket or bag full of waste paper or weeds, &c.

(*g*) Perform the toe-touching exercise as shown in the Wolf Cub Handbook, Exercise No. 4. Perform the knee-bending exercise as shown in "Scouting for Boys in India," Exercise No. 6. Walk a plank 12′ × 6″, the height of an ordinary table above the ground.

(*h*) Know how to clean and tie up a cut finger, cover a scald or burn, and understand the danger of dirt in a scratch.

(*i*) Have at least six months' service as a Wolf Cub.

The Second Star is granted by the Local Association on the recommendation of a qualified and independant examiner approved by the Local Association, or by the next senior Commissioner where there is no Local Association. (See Rule 18).

Uniform as in Rule 19.

Second Star is worn in the front of the Cap, on the left of the Wolf Cub badge. Where Wolf Cubs do not wear head-dress, the Second Star may be worn on the Shoulder Strap.

23. WOLF CUB SECOND.

A Second is selected by the Cubmaster to assist the Sixer and to take the place of the latter when he is away.

Uniform as in Rule 19, with armlet of yellow braid, ½″ wide, worn above the left elbow.

24. SIXER.

A Sixer is a Wolf Cub appointed by the Cubmaster to take charge of a Six of Wolf Cubs. A Sixer ranks before all other Cubs.

Uniform as in Rule 18 with two vertical stripes of yellow, ½″ wide, worn on the left pocket of the kurta, or two armlets of yellow braid, ½″ wide, worn above the left elbow.

Badge (for use in mufti), a white metal Wolf's Head.

25. SENIOR SIXER.

The appointment of not more than one "Senior Sixer" is permitted in each Pack, the election being made by the Cubmaster, who is guided by the following qualifications :—

(*a*) Not less than one year's total service.

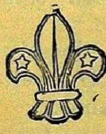
(*b*) Not less than six months' service as a Sixer.

(*c*) The rank of Two Star Cub.

The Senior Sixer wears a third armlet of yellow braid similar to those worn by a Sixer.

SCOUTS.

26. UNIFORM.



The Scout Badge, which is granted by the Local Association on the recommendation of the Scoutmaster, must be worn (in metal or cloth) by all grades of Scouts in uniform, on the centre of the left-hand pocket of the shirt, and should be worn in button-hole of coat in mufti.

The possession of this Badge is important, as it indicates the wearer as a Scout. To enable the Local Association to remove it on the resignation or suspension of the Scout, they should retain the ownership themselves.

A Scout wears uniform as follows, with the appropriate badges of Rank described in Rules 27 to 33.

Turbans or Hats.—Khaki colour (four dents), flat brim, leather band round crown, strap or lace. (The lace or strap should be worn at the back of the head, and the former tied in front on the brim of the hat.)

A District Commissioner may in special cases allow Troops to wear turbans of some other colour, provided some good reason can be given for desiring to do so.

Sola topis, khaki, may be worn when necessary. In the case of schools, or where it has been customary, "flashes" may be worn at the side.

(Head dress optional, but if worn, to comply with this regulation.)

Scarf or Neckerchief.—Of the Group colour, worn loosely knotted at the throat and ends, or a Group ring (other than Gillwell pattern) of one pattern may be used instead of the throat knot.

Shirt.—Blue, khaki, green or grey with two patch pockets (buttoned), and shoulder straps; or a jersey or sweater of the same colours. Bright metal buttons must not be worn.

Shorts.—Blue or khaki (Scottish Scouts may wear the kilt and sporran in place of shorts).

Belt.—Brown leather or web.

Staff.—5 or 5½ feet by about 1¼ inch diameter, marked in feet and inches; bamboos can be used.

Shoulder Knot.—6 inches long, of patrol colours, on left shoulder.

Knife.—(Optional.) On belt or lanyard.

Shoulder Badge.—Indicating the Troop; worn on the right shoulder.

Lanyard.—(Optional.) To carry whistle.

Haversack.—(Optional.) Worn as knapsack with eyelets or loops for coat straps.

Stockings.—(Optional, according to local regulations.) Any plain colour; worn turned down below the knee with green tabbed garter showing on the outside.

Boots, shoes, or sandals.—(Optional according to local regulations.) Brown or black.

Great Coat, Mackintosh, &c.—(Optional.) If carried, on top of haversack.

No uniform except the above may be worn outside camp limits. Where options or alternatives are authorised uniformity should, as far as possible, be maintained in individual Troops.

Sea Scout Uniform.—As for Scout but :—

Cap.—Bluejacket's cap (with white cover for summer) with ribbon inscribed "Sea Scouts."

Shirt or Jersey.—Blue. Jerseys having the words "Sea Scouts" in white letters across the chest: Shirts, an anchor badge on the right breast.

Shorts.—Blue.

Stockings.—Blue, long enough to turn up over the knees, if necessary, in bad weather.

Whilst fishing or boating in bad or cold weather, there is no objection to Sea Scouts wearing trousers, but on shore and on ordinary occasions shorts are to be worn, and no Sea Scout should ever be seen in trousers except in the special circumstances mentioned. The wearing of such articles of clothing as a Bluejacket's jumper is not permitted. Waterproofs or oilskins and sou'westers may be worn at the discretion of the Scoutmaster.

27. TENDERFOOT.

To become a Scout, a boy must be between the ages of 11 and 18. He can remain a Scout up to any age.

He must satisfy his Scoutmaster that he knows the Scout Law (Rule 1), signs and salute; the composition of the Union Jack and the right way to fly it; the uses of the Scout staff; the following knots—reef, sheet bend, cloverhitch, bowline, fisherman's, sheepshank—and understand their special uses; and how to whip the end of a rope.

He will then make the promise set out in Rule 1.

He is then a Tenderfoot and is entitled to wear the Scout Badge and uniform (see Rule 26).

28. SECOND-CLASS SCOUT.

Before being awarded this badge, a Tenderfoot must—

(*a*) Have at least one month's service as a Tenderfoot.

(*b*) Pass the following test in First Aid :—

(*i*) Know the general rules of health as given in "Scouting for Boys in India".

(*ii*) Be able to deal with the following simple accidents :—

Cuts and Scratches.
Bruises and Sprains.
Burns and Scalds.
Grit in the Eye.
Bleeding from Nose.
Stings and Bites.

(*iii*) Know how to clean a wound and apply a clean dressing.

(*iv*) Have a knowledge of the triangular bandage and how to apply it to different parts of the body (not fractures).

(*c*) Know the Semaphore or Morse sign for every letter in the alphabet and for the numerals. In the case of Vernacular Troops, a Scout may pass one of the following badges as an alternative. The badge may not be worn until all 2nd Class Tests are passed. Bird-warden, Friend to Animals, Naturalist, Starman or Wood-man.

In the case of Vernacular Troops an alternative test may be devised with the consent of the Provincial or State Council. Carrying messages or Tree Climbing are suggested as suitable.

(*d*) Follow a track half a mile in 25 minutes; or, if this be impossible, describe satisfactorily the contents of one shop window out of four, observed for one minute each, or Observation Game, to remember 16 out of 24 well-assorted small articles after one minute's observation.

(*e*) Go a mile in 12 minutes at "Scout's pace".

(*f*) Lay and light a fire in the open, using not more than two matches.

(*g*) Cook in the open enough rice, wheat or "ragee or jawori cake", and vegetables for one person, or alternatively, cook a quarter of a pound of meat and two potatoes or some vegetables.

(*h*) Have at least eight annas in a Savings Bank, or deposited with his Scoutmaster, saved by himself. This condition may be deferred or waived in cases where circumstances make compliance impossible.

(*i*) Know the 16 principal points of the compass.

Uniform.—As in Rule 26.

The Badge is granted by the Local Association on the recommendation of the Scoutmaster, or by the next senior Commissioner where there is no Local Association. (See also Rule 18.)

It is worn on the left arm, between shoulder and elbow.

29. FIRST-CLASS SCOUT.

Before being awarded this badge, a Second-Class Scout must pass the following tests to the satisfaction of at least one independent and qualified examiner, approved by the Association (See Rule 18):—

(*a*) Swim 50 yards. If a doctor certifies that bathing is dangerous to the boy's health he must, instead of this, pass for one of the following badges:—Ambulance, Marksman, Fireman, Pathfinder, Signaller or Stalker.

(*b*) Have one rupee at least in the Savings Bank or deposited with his Scoutmaster, saved by himself. This condition may be deferred or waived in cases where circumstances make compliance impossible.

(*c*) Send and receive a message either in Semaphore, at 20 letters per minute, or in Morse, at 15 letters per minute. He must also understand the use of the calling up sign VE, and its answer K, the general answer, the end of message sign AR and its answer R, the alphabetical check for numerals and the erase signal.

In the case of Vernacular Troops, a Scout may pass one of the following badges as an alternative:—Bee-farmer, Camper, Dairyman, Farmer, Gardener, Horseman, or Poultry-farmer.

(*d*) Go on foot or row a boat alone or with another Scout to a point seven miles away and return again; or, if conveyed by any vehicle neither railways nor motors bicycle or animal, go a distance of 15 miles and back. It is preferable that he should take two days over the journey.

(*e*) Pass the following test in First Aid:—

(*i*) Be able to explain the functions of the principal organs of the body.

(*ii*) Know the position of the main arteries (names unnecessary) and be able to stop bleeding.

(*iii*) Know how to apply First Aid to fractures.

(*iv*) Know how to restore the apparently drowned by Schafer's method.

(*v*) Understand the treatment of unconsciousness and fainting.

(*vi*) Know the proper method of dealing with any of the following accidents:—Fire, drowning, run-away carriage, sunstroke and fainting, and snake bites, electric shock.

(*f*) Cook satisfactorily (over camp fire in the open, if possible) the following dishes (as may be directed):—Cutlets (bajji) or soup, curry, chapatis or upma, porridge, "damper" of ½ a lb. of flour, or a "twist" baked on a thick stick, or a chapati.

(*g*) Read the conventional signs of a map correctly, and draw an intelligible rough sketch map. Point out a compass direction without the help of a compass.

(*h*) Camp out for at least seven days, three of which must be consecutive; build a hut big enough for one person to sleep in, and roof it with any unmanufactured material.

(i) Judge distance, area, size, numbers, height and weight within 25 per cent. error.

(j) Use an axe for felling or trimming light timber, or if this be impossible, produce an article of carpentry or joinery, or metal work, made by himself satisfactorily, or make a working model of any kind of machinery in metal or wood.

(k) Bring a Tenderfoot trained entirely by himself in the points required for a Tenderfoot Badge. (This may be postponed if recruits are not immediately desired, but the spirit of the qualification must be satisfied within a reasonable time or the badge given up.)

Uniform as in Rule 26.

Badge worn on left arm between shoulder and elbow.

30. KING'S SCOUT.

Must be a First-Class Scout, qualified to wear four of the following Badges of which Pathfinder or Coast Watchman must be one :—Ambulance, Cyclist, Fireman, Horseman, Interpreter, Marksman, Pathfinder, Public Health man, Rescuer, Signaller, Pilot, Coast Watchman. He must be re-examined annually for all his qualifying badges and must cease to wear the King's Scout Badge should he fail in any of them.

Uniform as in Rule 26.

Badge worn on left arm above First-Class Badge, surrounded by the qualifying badges.

The Naval Crown Badge will not be issued in future but may be worn by existing holders.

31. SECOND.

A Second is selected by the Patrol-Leader to be his assistant and to take command of the Patrol when he himself is away.

Uniform as in Rule 26, with a single white braid vertical stripe, 3″ long, ½″ wide, worn on right side of pleat of left shirt pocket.

32. PATROL-LEADER.

A Patrol-Leader is appointed to the command of a Patrol by the Scoutmaster, who should consult the Court of Honour* or the vote of the Patrol.

Uniform as in Rule 26, with two white braid vertical stripes 3″ long, ½″ wide, worn one on either side of pleat of left shirt pocket.

Badge.—A white metal Fleur-de-Lys and scroll with motto in front of hat or turban (in the case of Sea Scout Patrol Leaders, the Fleur-de-Lys on cap ribbon between the words Sea and Scout) and white metal buttonhole badge in buttonhole of coat.

33. TROOP LEADER.

The appointment of not more than one Troop Leader is permitted in each Troop, without limit of age; the selection being made by the Scoutmaster, who is guided by the following qualifications:—

(*a*) General knowledge of "Scouting for Boys in India".

(*b*) Ability to command.

(*c*) Not less than six months' service as a Patrol-Leader.

(*d*) The rank of First-Class Scout.

The Troop Leader wears a third stripe on left shirt pocket, and the shoulder knot of his former Patrol.

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* The Court of Honour deals with internal matters of discipline and administration. It is composed of the Troop Leader (if any) and the Patrol Leaders; Seconds may also be members, but their presence is not desirable in cases concerning discipline. The Officers of the Troop, if present, should act in an advisory capacity only. It should, however, be understood that the Scoutmaster is the final authority in all matters concerning the troop except as provided in Rule 46.

ROVER SCOUTS.

34. UNIFORM.

The Scout Badge described in Rule 26 must be worn by all grades of Rover Scouts in uniform.

A special Rover Scout Badge, made in metal, may be worn in the buttonhole of the coat in mufti.

A Rover Scout wears uniform as for Scout (see Rule 26), but—

Hat.—A Bar with R. S. thereon, worn in front on the strap.

Shirt or Jersey.—With green shoulder strap marked "Rovers".

Shoulder Knot.—Red, green and yellow.

Garter tabs.—Red.

Thumbsticks.—May be carried in place of staff.

ROVER SEA SCOUT UNIFORM.

As for Rover Scout, but—

Cap.—As for Sea Scout, but with ribbon inscribed "Sea Rovers".

Shirt or Jersey.—Blue. In the case of jerseys the Rover shoulder strap described above is not worn, but an Anchor Badge is worn on the right breast.

Shorts and Stockings.—As for Sea Scout.

The Rules with regard to uniform in bad weather in the case Sea Scouts (see Rule 26) apply also to Rover Sea Scouts.

Rovers in an Association or District may, with the permission of the Commissioner and Local Association, wear special scarves other than their own Group scarves, on occasion when they meet together for combined activities. Emblems can only be approved subject to Rule 66.

No uniform except the above may be worn outside camp limits.

35. ROVER SCOUT.

The usual age at which a youth (whether previously a Scout or not) may be admitted as a Rover Scout is 17, but, in view of the fact that boys are often old or young for their age, discretion is left to the Group Scoutmaster in individual cases. It is only in quite exceptional cases that boys under 17 can be admitted.

He must satisfy the Rover Leader that he knows—

(*a*) The Scout Law.

(*b*) Signs and Salutes.

(*c*) Six knots as for Scout Tenderfoot Test.

(*d*) The right way to fly the Union Jack and what it stands for.

(*e*) First Aid as for Second-Class Scout.

(*f*) How to lay and light a fire and cook a simple meal.

(*g*) The use of a compass and how to read a map.

(*h*) How to look after his own health in matters of cleanliness, fresh air, food and clothing.

(*i*) The danger of excessive use of tobacco and alcohol and the importance of continence.

He will then be enrolled as a Rover Scout, making or re-affirming the Scout promise as set out in Rule 1. He is then entitled to wear Rover Scout uniform.

A Rover Scout may remain as Patrol-Leader in his Troop as a temporary measure if desired by the Group Scoutmaster.

A Rover Scout may take up a Warrant without ceasing to be a Rover Scout, but the possession of a Warrant will not give him precedence as a Rover Scout.

36. FIRST-CLASS ROVER SCOUT.

Before being awarded the Badge, the Rover Scout must pass the following tests to the satisfaction of a qualified and independent examiner appointed by the Local Association :—

(*a*) Swim 200 yards; or produce a Doctor's certificate to the effect that this is dangerous to his health, in which case he must hold the Rambler's Badge or an Instructor's Badge in a subject for the King's Scout Badge.

(*b*) Make a journey of 20 miles on foot or by boat, or of 40 miles by pedal bicycle, taking two days and sleeping out one night in improvised shelter or tent carried with pack. Make a detailed journey report on approved lines with sketch map or track chart of route taken.

(c) Pass the standard for First Aid as defined in the syllabus for St. John's or the St. Andrew's certificate.

(d) Pass Camper's Badge.

(e) Judge distance, area, size, numbers, height and weight as in the First-Class Scout Test.

(f) Thrift—knowledge of management of personal finance, savings bank, investments and national economy.

(g) Understand the principles of Local Government and the administration of justice.

(h) Service for others—possess the Rover Instructor Badge (see Rule 93) and have made use of it by instructing others for a period of not less than six months.

(i) Nature Lore—in one of the following :—Astronomy—knowledge of the stars; Bacteriology—germ study; Botany—knowledge of plants; Zoology—knowledge of animals; Biology—knowledge of origin and life of living things; Geology—knowledge of rock history, &c.; Chemistry or Electricity.

(j) Have had 12 months' service as a Rover Scout.

Badge as for First-Class Scout (see Rule 29), but with red border.

37. ROVER KING'S SCOUT.

The qualifying badges for the Rover King's Scout Badge will be the same as for the King's Scout, but the First-Class test will be as given in Rule 36, and the standard for the qualifying badges will be that of the Rover Instructor as given in Rule 93. The Rover King's Scout Badge is distinguished from the King's Scout Badge (Rule 30) by a red border. The Badge is worn on the left arm above the elbow without any qualifying badges.

38. ROVER SECOND.

A Rover Second is selected by the Rover Mate to be his Assistant and to take charge when he himself is away.

Uniform as for Rover Scout with single vertical red braid stripe, 3 inches long, ½ inch wide, worn on right side of pleat of left shirt pocket.

39. ROVER MATE.

A Rover Mate is elected by the Patrol with the approval of the Rover Leader.

Uniform as for Rover Scout with two vertical red braid stripes, 3 inches long, ½ inch wide, worn on either side of pleat of left pocket of shirt.

Badge. The Patrol-Leader's Hat Badge described in Rule 32, but with R. S. bar (see Rule 34) in place of the scroll; Sea Rover Mates wear the Fleur-de-Lys on cap ribbon between the words Sea and Rovers (see Rule 32).

40. SENIOR ROVER MATE.

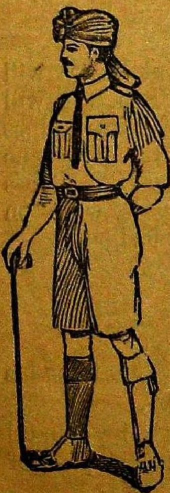
Where there are more than two Rover Scout Patrols in a Crew, they may appoint a Senior Rover Mate with the approval of the Rover Leader.

Uniform as for Rover Mate with three vertical red braid stripes, 3 inches long, ½ inch wide, worn on left pocket of shirt.

OFFICERS.

41. UNIFORM.

The following uniform is worn by all officers, together with the appropriate Badges as described in Rules 43 to 49 and 51 to 58.



No uniform except as described below may be worn outside camp limits.

Flat-brimmed khaki hat (four dents); in the case of Group officers shoulder badge indicating Group on right shoulder; Provincial, State or other emblem if and as authorised; walking stick or staff; boots or shoes (black or brown) or sandals (if desired); and either—

(*a*) Shorts and shirt or jersey (blue, khaki, green or grey) with collar of same colour and green tie, or with scarf of Group colour; leather belt; stockings and green garter tabs; or

(*b*) Khaki coat with belt of same material and leather buttons; white or khaki shirt and collar with green tie; shorts to match coat; stockings and green garter tabs.

In either case breeches with stockings, puttees, leather leggings or field boots are permissible but not desirable.

Officers of Groups wearing the kilt may wear the kilt and sporran instead of shorts or breeches.

Military uniform and accoutrements, including "Sam Browne" belts, must not be worn or copied. If, on the score of expense, &c., uniform is not desired, an ordinary coat, preferably blue, khaki, green or grey, with Scout hat, appropriate badges and green tie may be worn on all occasions.

A greatcoat or mackintosh is optional.

Sea Scout Officers.

Sea Scout Officers wear blue serge double-breasted jacket or other blue material suitable to the climate, horn buttons, or blue shirt, green tie, or scarf of Group colours, blue trousers, or blue shorts and stockings, and blue peak cap with white cover for summer, and black band.

Ladies.

The following uniform for Lady Officers is recommended but is not obligatory:—Scoutmaster's hat; khaki, green or blue shirt with green tie or scarf of Group colour; or Norfolk jacket, khaki, green or blue skirt, Scout belt, brown shoes and stockings, stick.

Badges of Rank.

These are described under each rank; in the case of Sea Scout Officers of Executive Rank, see Rule 80-D.

A Cubmaster is a person who holds a warrant as such issued by the Boy Scouts Association, in charge of the Pack of the registered Group indicated on the warrant.

EXECUTIVE RANKS.

42. WARRANTS.

Warrants signed by the Provincial or State Chief Scout and the Chief Commissioner are issued to Provincial and Assistant Provincial, State or Assistant State Commissioners on the recommendation of Provincial or State Councils.

Warrants signed by Provincial or State Chief Scouts and Provincial or State Commissioners are issued to:—District Commissioners; and also to Assistant Cubmaster, Assistant Scoutmaster, Cubmaster, Scoutmaster, Rover Scout Leader, Group Scoutmaster, District Cubmaster, District Scoutmaster, District Rover Leader and Commissioner, on the recommendation of the Local Association and the District Scout Commissioner. (See Rules 43 to 48.)

In view of the responsibility to parents and of the dangers which have been found to exist, Local Associations and Commissioners should take every precaution to ensure that no one whose moral character is open in any way to suspicion should be admitted into the Movement, and they should show no false mercy in any case where such a person has gained admission.

When a Scout worker, whose antecedents are not fully known, offers his service to a Group in any capacity, it is very desirable that enquiry be made before accepting him even as a probationer.

Warrants of officers giving up work must be returned through the Local Association Secretary to Provincial or State Headquarters for cancellation. When cancelled, the Warrant may be returned to the holder, if he wishes to preserve it, at the discretion of Provincial or State Headquarters.

When a Warranted Officer changes his rank in the same Group or takes up work with another Group or in another Local Association, the appointment is to be treated as a new one and his old warrant must be returned by the Secretary of the Local Association from which he resigns, to Provincial or State Headquarters for cancellation.

All warrants remain the property of the Boy Scouts Association (Indian Branch), and must be returned to General Headquarters on demand without being called upon to state any reason.

GROUP OFFICERS.

43. CUBMASTER.

A Cubmaster is a person who holds a warrant as such, issued by the Boy Scouts Association, in charge of the Pack of the registered Group indicated on the warrant [see Rules 10 (c) and 46].

The qualifications are the same as for Group Scoutmasters (Rule 46) except that in (*a*) a knowledge of "Rovering to Success" is not required.

Assistant Cubmaster.—The qualifications are the same as for Cubmaster except that an age of 18 years only is required and Rule 46 (*e*) does not apply.

Ladies are eligible for the above ranks.

Uniform as in Rule 41.

Badges: *Cubmaster*.—Hat Badge in green enamel, worn in the front of the hat. Buttonhole badge in green enamel.

Assistant Cubmaster.—as for Cubmaster but in red enamel.

44. SCOUTMASTER.

A Scoutmaster is a person who holds a warrant as such, issued by the Boy Scouts Association, in charge of the Troop of the registered Group indicated on the warrant [see Rules 10 (*c*) and 46].

The qualifications are the same as for Group Scoutmaster.

Assistant Scoutmaster.—The qualifications are the same as for Scoutmaster, except that an age of 18 years only is required, and Rule 46 (*e*) does not apply.

Warrants for both the above ranks will only be granted to Ladies in special circumstances at the discretion of Provincial or State Headquarters.

Uniform as in Rule 41.

Badges. Scoutmaster.—Hat badge with green plume worn on left side of hat or front of turban; green shoulder knot; buttonhole badge in green enamel.

Assistant Scoutmaster.—Hat badge as for Scoutmaster, but with red plume; red shoulder knot; buttonhole badge as for Scoutmaster but red enamel.

45. ROVER SCOUT LEADER.

A Rover Scout Leader is a person who holds a warrant as such, issued by the Boys Scouts Association, in charge of the Crew of the registered Group indicated on the warrant [see Rules 10 (*c*) and 46].

Qualifications—

(*a*) A general knowledge of Handbooks "Rovering to Success" and "Scouting for Boys in India", and of these Rules.

(*b*) A full appreciation of the religious and moral aims underlying the scheme of Scouting. A general knowledge of the social needs of the community in his neighbourhood and ability to find Service for his Rovers.

(*c*) A personal standing, character and experience of life, such as will enable him to lead young men, and an understanding of the principles of leadership involved.

(*d*) Age not less than 30, but in special cases warrants will be granted down to the age of 25, on the recommendation of the Commissioner.

(*e*) Three month's service with a Crew.

(*f*) Acceptance by the Rovers of the Crew concerned.

(*g*) Ability to obtain the use of a separate Rover Den, an essential to the success of a Rover Crew.

Assistant Rover Scout Leader.

The qualifications are the same as for Rover Scout Leader except that paragragraph (*g*) does not apply.

In no circumstances will warrants for the above ranks be granted to ladies.

Uniform as in Rule 41.

Badges.—Rover Scout Leader.—Hat badge with green plume and buttonhole badge in green enamel, as for Scoutmaster, but with the letters R.S. super-imposed. Yellow, green and red shoulder knot.

Assistant Rover Scout Leader.—As for Rover Scout Leader, but hat badge with red plume and buttonhole badge in red enamel.

46. GROUP SCOUTMASTER.

A Group Scotmaster is a person who holds a warrant as such, issued by the Boy Scouts Association, in control of the Group indicated on the warrant [see Rule 10 (*c*)]. He will exercise general supervision over all sections of the Group, but will delegate the fullest amount of responsibility in the actual management of the Sections to the persons in charge of them. He can if he so desires also himself take charge of any one section of the Group.

The admission, suspension, and dismissal of a *Scout* rests with the Group Scoutmaster, but in a case of suspension or dismissal the *Scout* has a right of appeal to the Commissioner and Local Association [Rules 10 (*g*) and 48 (*d*)] ; in the case of a "controlled" Group, the appeal is to the controlling authority.

The qualifications for Group Scoutmasters are as follows :—

(*a*) A general knowledge of the handbook "Scouting for Boys in India", especially the Scout Law, and of the "Wolf Cub's Handbook", "Rovering to Success", and these Rules.

(*b*) A full appreciation of the religious and moral aim underlying the scheme of Scouting.

(*c*) Personal standing and character such as will ensure a good moral influence and sufficient steadfastness of purpose to carry out the work with energy and perseverance.

(*d*) Age not less than twenty.

(*e*) Ability to obtain the use of some sort of clubroom for Scout meetings.

(*f*) Three months' probationary service with a Group.

Warrants for this rank will only be granted to Ladies in special circumstances, at the discretion of $\frac{\text{Provincial}}{\text{State}}$ Headquarters.

There is no rank of Assistant Group Scoutmaster.

Uniform as in Rule 41.

Badges.—Hat Badge with green and white plume worn on left side of hat or front of turban ; white shoulder knot and button-hole badge in green and white enamel.

47. DISTRICT OFFICERS.

(a) DISTRICT CUBMASTER.

The Local Association and Commissioner can appoint a Cubmaster or other suitable person for any duties compatible with these rules with which the Commissioner may invest the appointment [Rule 10 (*c*)]. The appointment is annual and expires on the 30th September each year.

Ladies are eligible for this appointment.

Uniform as in Rule 41.

Badge. Hat Badge as for Cubmaster, but in white enamel.

(b) DISTRICT SCOUTMASTER.

The Local Association and Commissioner can appoint a Scoutmaster or other suitable person for any duties compatible with these rules with which the Commissioner may invest the appointment [Rule 10 (*c*)]. The appointment is annual and expires on the 30th September each year.

Ladies are not eligible for this appointment.

Uniform as in Rule 41.

Badge. Hat Badge as for Scoutmaster, but with white plume.

(c) DISTRICT ROVER SCOUT LEADER.

The Local Association and District Commissioner may appoint a Rover Leader or other suitable person as District Rover Leader to carry out any duties compatible with these Rules with which the Commissioner may invest the appointment [Rule 10 (*c*)]. The appointment is annual and expires on 30th September each year.

Ladies are not eligible for this appointment.

Uniform as in Rule 41.

Badge.—Hat Badge as for District Scoutmaster, but with the letters R. S. superimposed.

48. COMMISSIONER.

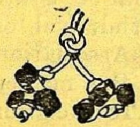
Besides the Chief Commissioner (and Assistant Chief Commissioner, if any) there are four grades of Scout Commissioners, *viz.*, Provincial/State, Assistant Provincial/State, District and Assistant District Commissioners.

Provincial and Assistant Provincial, State and Assistant State Commissioners are appointed by the Chief Commissioner on the recommendation of the Provincial or State Council to act as the representatives of Indian Headquarters in each Provincial or State area. Their warrants bear the signatures of the Provincial or State Chief Scout and the Chief Commissioner.

Warrants are issued by General Headquarters, valid until 30th September of the second year of office.

District and Assistant District Commissioners are appointed by the Provincial or State Commissioner to act in particular areas. Their warrants bear the signatures of the Provincial or State Chief Scout and Provincial or State Commissioner.

Assistant Commissioners are similarly appointed to assist either Provincial/State or District Commissioners if required.



Assistant Commissioners may be appointed for Sea Scout, Rover Scout or Wolf Cub duties, or for the training of Officers only.

Assistant Commissioners for Training Officers are known also as Deputy Camp Chiefs (for Scouts or Rover Scouts) and Akela Leaders (for Wolf Cubs). Their appointment is contingent on a special recommendation by the Commissioner for Training of Officers.

In addition to the ordinary Commissioner's Hat Badge, Assistant Commissioners for Training wear a badge similar to the Wood or Akela Badge (see Rule 94) but with the addition of two extra beads, one of which is an original bead.

Area should be confined to such limits that the District Commissioner or one of his Assistants can have constant personal touch with all the Local Associations, Groups and Officers within it. Where a vacancy occurs in the District Commissionership and there is no Assistant Commissioner, the Provincial or State Commissioner is expected to perform his duty.

The duties of a Commissioner are—

(*a*) To visit the Groups and advise how to conduct them on the lines laid down in "Scouting for Boys in India", "The Wolf Cub Handbook" and "Rovering to success".

The Groups at rallies and parades are generally in charge of a Group Scoutmaster or District Officer but the Commissioner may take command if he so wish.

(*b*) To test the wearer of any Badge (rank or proficiency) in his knowledge of the subjects, with power to withdraw the badge if the knowledge be insufficient.

(*c*) To secure the harmonious co-operation of all Associations, and Group Officers in their area.

(*d*) To suspend any Group or section thereof, Officer appointed as above or *Scout* in his Area pending the holding of a formal enquiry. If the removal of any Group is recommended both by the District Commissioner and the Local Association, the matter need only be reported to the Provincial or State Commissioner, who will call for the withdrawal of the charter or warrant. If the Local Association and the District Commissioner differ, the matter must be referred by the latter to the Provincial or State Commissioner for decision.

(*e*) To foster and encourage the Movement generally throughout the area, including the training of officers.

(*f*) To approve the formation of Sea Scout Troops, Patrols and Crews and notify Headquarters immediately; and satisfy himself that the necessary rules for the safety of Scouts and Rover Scouts on the water have been made and are carried out. [See Rules 10 (*j*) and 80.]

(*g*) To consider recommendations of Local Associations made in accordance with Rule 10 (*c*) and appointments proposed under Rule 10 (*c* and *d*).

Uniform as in Rule 41.

Badge. A Hat Badge with purple plume worn on left of hat, and a Commissioner's pin worn in left lapel of coat.

HONORARY RANKS.

49. HONORARY RANKS.

The Local Association and District Commissioner have power jointly to confer on a person ceasing to hold a Warrant as a Group Officer the corresponding Honorary rank.

When Commissioners (other than Provincial or Assistant Provincial, State or Assistant State Commissioners) vacate office, the Provincial or State Commissioner has power to confer the corresponding Honorary rank.

In the cases of Provincial or Assistant Provincial Commissioners, State or Assistant State Commissioners relinquishing Warrants, General Headquarters has the power to confer corresponding Honorary rank.

No Warrants are issued for Honorary ranks.

Uniform as in Rule 41.

Badges. A Cloth Badge in the appropriate colour of the rank, worn on the left breast pocket. Shoulder knot, Button-hole or Pin Badges as for the corresponding Executive rank. (*Hat Badges are confined to Executive ranks.*)

NON-EXECUTIVE RANKS.

50. NON-EXECUTIVE RANKS.—Methods of Appointment.

The Local Association and District Commissioner have power jointly to confer on suitable persons the following Non-Executive Ranks :—

Lady Worker, Surgeon, Chaplain Instructor, Examiner, Chairman of Local Association (see Rules 10 and 49) Secretary of Local Association (see Rule 10).

The $\frac{\text{Provincial}}{\text{State}}$ Secretary is appointed by the $\frac{\text{Provincial}}{\text{State}}$ Commissioner (See Rule 58).

No Warrants are issued for Non-Executive Ranks. Similar care must be exercised in the appointment of officers of Non-Executive rank as in the case of recommendation for warrants of Executive rank (see Rule 42).

Rank as a Non-Executive officer may not be conferred upon any person under the age of eighteen in any circumstances whatever.

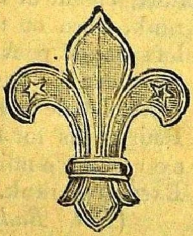
51. LADY WORKER.

This rank may be conferred (according to Rule 50) on a lady :—

(*a*) Who has carried out the organisation and administration of a Pack or Troop and who has secured the services of an Executive Officer,

or

(*b*) Who is giving regular instruction to a Pack or Troop in such subjects as can be efficiently taught by a lady.



Uniform as in Rule 41.

Badge. A Silver fleur-de-lys with blue enamel stars, worn at the throat or on breast.

52. SURGEON.

This rank may be conferred (according to Rule 50) on a Surgeon giving his services to a Troop or Troops.

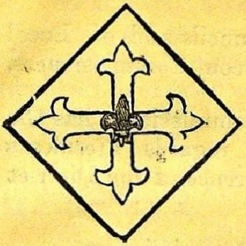
Uniform, if desired, as in Rule 41.

Badge. A red cross on a circular white ground with fleur-de-lys superimposed, to be worn in buttonhole.

53. CHAPLAIN OR RELIGIOUS INSTRUCTOR.

A Chaplain or Religious Instructor can be appointed (according to Rule 50) by the Local Association or one of the bodies alluded to in Rule 2.

Uniform, if desired, as in Rule 41.



Badge for Christians, a green fleur-de-lys enamelled pin with a cross superimposed, to be worn with ordinary clothes. When in uniform, a square green cloth badge with cross superimposed is to be worn on the left pocket of the Scout shirt. For other spiritual instructors, local arrangements may be made.

54. INSTRUCTOR.

This ranks may be conferred (according to Rule 50) on any person having expert knowledge of any subject necessary for any of the Scout proficiency badges after he has been instructing a Troop in the district for a period of at least one month.

Uniform as in Rule 41.

Badge. Buttonhole badge in yellow enamel with the letter "I" superimposed.

55. EXAMINER.

This rank may be conferred (according to Rule 50) on any person having expert knowledge of any subject necessary for any of the Scout proficiency badges, or for Two Star Cub, 1st Classs Scout or 1st Class Rover Scout.

Group Officers can be appointed Examiners for Groups other than their own.

Examiners who are also instructors may not examine Scouts whom they have instructed (except as in Rule 91).

Uniform as in Rule 41.

Badge. Buttonhole badge in yellow enamel with the letter "E" superimposed.

56. MEMBERS OF PROVINCIAL OR STATE EXECUTIVE COMMITTEES.

And Presidents of Provincial or State Councils and of Local Associations may be given Honorary rank as Scout Commissioners.

In these cases the Provincial or State Commissioner has the power to confer the Honorary rank, which as regards Presidents of Local Associations should be with the concurrence of the District Commissioner.

Uniform and Badge.—(Optional), as for Commissioners.

Chairmen of Local Associations may provide themselves with a uniform if they so desire (as for Instructors).

57. GENERAL HEADQUARTER OFFICERS.

General Headquarters Officers rank as Commissioners. They may wear badge as in Rule 48.

58. SECRETARIES.

Secretaries of Headquarters Provincial or State Councils and Local Associations may wear buttonhole Badges with the letter "S" superimposed and are given Honorary rank as Scoutmasters. The Badge for a Secretary of a Provincial or State Council is of blue enamel; that for a Secretary of a Local Association to be of red enamel.

IV.—MISCELLANEOUS RULES.

59. BADGES.

In future Troops should conform to the recognised patterns in the interests of uniformity and economy. No special local badges other than those at present in use may be introduced. (See Rule 87.)

60. BANDS.

Scout bands must not play when passing Temples, Mosques, Churches, Hospitals, or any house where illness is known to be. No bands are to play after 9 P. M. in the streets, and bugle practice must not be carried out in open places within 600 yards of houses, or where it is likely to cause annoyance.

61. BEGGING.

Scouts are not allowed to solicit money either for their Group funds or any other purpose. It is bad for the boy and lends itself to fraud by outsiders. (See Rule 4.)

62. BOATING AND BATHING.

No Scout shall take part in any boat training until he can swim 50 yards with clothes on (shirt, short and socks as a minimum).

Bathing must only be permitted in safe places *under strict supervision.*

A picket of two good swimmers should be on duty (undressed) in a boat or on shore as the circumstances may demand, ready to help any boy in distress. *The picket itself may not bathe until the others have left the water.*

Wolf Cubs must not take part in any boating or bathing unless under the special supervision of the Cubmaster or someone appointed by him.

63. CAMPS.

When Scouts is camping outside its own district, at least one week's notice must be given by the officers in charge to the Scout Commissioner of the Province or District in which the Camp is intended to be held, for his information.

Enough sleeping bags or blankets must be provided to enable each *Scout* to make up a separate bed.

Camp raiding is strictly prohibited.

64. CENSUS.

An annual census is taken on July 31st. Simple forms of return are sent to Local Association Secretaries from Provincial or State Headquarters. Scoutmasters and Cubmasters should fill up Form "K" and forward it to the Local Association Secretary not later than 10th August in each year.

The Local Association Secretary should fill up Form "K" and forward it, with other forms attached, to Provincial or State Headquarters not later than 15th August.

Neglect of these instructions may cause the Local Association or Troop to be struck off the Register, and in any case the greatest inconvenience is caused by failure to comply. The Provincial or State Commissioner will forward a return to the Chief Commissioner together with a report on the year's work.

65. CORRESPONDENCE.

The desire of General Headquarters is that correspondence should be reduced as far as possible. Scoutmasters and Cubmasters should be discouraged from addressing correspondence to General Headquarters. They should apply for all information or make appeals to their Local Secretaries, who again should only correspond with the Head Office directly for badges, equipment, warrants, or awards—the two latter cases requiring countersignature by the District Commissioner. Provincial or State Commissioners and Secretaries are the only persons who should correspond with General Headquarters on the subject of organisation, rallies, discipline and policy.

No correspondence affecting Scout organisation should be addressed to any Royal Personage, or to any Government Department of State, except through Provincial or State Commissioners.

66. EMBLEMS.

Provincial or State *Troop* and other Emblems are authorised on condition that these are not to be worn until they have in each individual case received the approval of Provincial or State Scout Headquarters. They are to be worn either below the Second Class Badge, or on the shoulder, on the breast, or on the point of the scarf, at the discretion of the Commissioners. (See Rules 19, 26, 41.)

67. FORMS.

The following Forms can be obtained by Provincial or State Associations from the General Secretary, General Headquarters :—

Form A, India	...	Registration Form for a Local Association.
,, B ,,	...	Troop Registration Form.
,, C ,,	...	Pack Registration Form.
,, CC ,,	...	Group Registration Form.
,, D ,,	...	Group, Troop or Pack Inspection Form.
,, E ,,	...	Nomination Form for the appointment of District and Group Officers.
,, F ,,	...	Application for Enrolment.
,, G ,,	...	Transfer and Discharge Certificate.
,, H ,,	...	Proficiency Badge Certificate.
,, I ,,	...	Form of Register.
,, J ,,	...	Application for Rover (Senior Scout) Badges.
,, K ,,	...	Annual Census Return.
,, L ,,	...	Application for an Award for Gallantry.
,, M ,,	...	Application for "Cornwell Scout" Decoration.
,, N ,,	...	Application for an Award for Good Services to the Movement.
,, O ,,	...	Application for an Award of "Silver Wolf".
,, P(1) ,,	...	Charter for Troops of Boy Scouts.
,, P(2) ,,	...	Charter for Packs of Wolf Cubs.

68. GIRL GUIDES.

The constitution, organisation and finance of Girl Guide Association are entirely separate from those of the Boy Scouts Association. It is most undesirable that Guides and Scouts should be trained together, and Commissioners are requested to see that this rule is strictly enforced.

The above rule does not prevent joint training of Wolf Cubs and Blue Birds in schools or in special cases authorised by the Commissioners. The Blue Birds cannot be registered by the Boy Scouts Association, and should not parade with the Cubs on public occasions.

It is recommended that representatives of the Girl Guide Association be elected to Scout Provincial or State Councils and Local Associations for the purposes of co-ordinating their efforts, and of dealing with education and other public authorities and kindred organisations.

69. MOURNING.

Official mourning for Scouts and Rover Scouts in uniform is a 1″ crepe band to be worn round bottom of the crown of the hat; for Officers, a 3″ crepe band to be worn on the left arm above the elbow. For Wolf Cubs a 1½″ crepe band to be worn on left arm above the elbow.

For a band, the drums should be draped and muffled. A large crepe bow should be tied to the top of the flag, if carried, when the Group is in mourning.

For details of resting on staves at funerals, see "Scouting for Boys in India".

70. NIGHT MARCHING.

Groups on the march at night in places where traffic may cause accidents should carry a lantern showing a white light at the head of the column, and one showing a red light at the rear, as a precaution.

71. POLITICS.

The Boy Scouts Association is not connected with any political body. *Scouts* and Officers in uniform are not allowed to take part in meetings or demonstrations of a political nature. [See Rules 3(*b*) and 82.]

72. PUBLICATIONS.

Amendments to these rules and other official announcements will be published by General Headquarters.

73. REGISTRATION.

A Charter of Registration is granted to Groups, Troops and Packs formed in accordance with these Rules on receipt of a written application from the prospective Group Scoutmaster, Scoutmaster and Cubmaster in charge supported by the Local Association of that area, and by the Scout Commissioner only where no Local Association exists—

(*i*) The register of individual *Scouts* need be kept only by the Scoutmaster and the Cubmaster.

(*ii*) Registration of a Group is effected immediately on its formation by the prospective Group Scoutmaster completing two copies of Form CC which he forwards to the District Commissioner, if there is one, who will in turn sign both and forward to the Provincial or State Commissioner for approval, signature and return. The Provincial or State Commissioner retains one copy and returns the other to the Group Scoutmaster with the Charter. The Group is then considered as registered.

All registered Groups must renew their registration annually. (See Rule 64.)

74. ROVER SCOUTS.

The Rover Handbook, "Rovering to Success", is on sale in the Imperial Headquarters Equipment Department, price 2*s.* 6*d.*

Rover literature is obtainable from Imperial Headquarters free of charge.

75. LETTER OF RECOMMENDATION.

All Scouts and Scouters, of whatever rank, should provide themselves with the standard letter of recommendation which is recognised by all foreign Associations registered by the International Bureau before leaving for other countries. Provincial or State Associations are strongly advised to discourage these journeys unless sufficient funds are available at the outset.

76. SALUTES.

Fig. 1.

Fig. 4.

Fig. (2)

Fig. (3)

(1) Scouts and Rover Scouts salute, whether wearing hats or not, as shown in Fig. 1. When carrying staves Scouts salute as in Fig. 2, or, if marching, as in Fig. 3.

(2) Wolf Cubs salute, whether wearing caps or not, as shown in figure 4.

(3) When his hands are occupied, a *Scout* salutes by turning his head and eyes smartly to the right or left as the case may be. When riding on a bicycle, a *Scout* salutes in a similar manner and in no circumstances should he remove either hand from the handle bar.

77. SCOUT AND WOLF CUB PROMISE AND LAW.

For Cubs, see Rule 20.

For Scouts, see Rules 1 and 27.

For Rover Scouts, see Rules 1 and 35.

All Officers on appointment are expected to promise on their honour to do their best to—

(1) Do their Duty to God and the King.

(2) Help other people at all times.

(3) Carry out the spirit of the Scout Law.

78. SCHOOL GROUPS.

A School Group is one which is entirely composed of boys from one school, under the management of the school authorities (see footnote to Rule 2).

(*a*) The ordinary Rules apply as to age for enrolment as *Scouts*.

(*b*) The usual Officers' Warrants may be granted to the members of the staff under the rules applicable to "controlled" Groups. (See Rules 2 and 12.)

(*c*) Groups are attached to the nearest Local Association, in order to maintain touch with their area and to receive information from the Local Secretary, and for badges and ordinary routine. (See Rule 10.)

(*d*) Though reasons of health, ground, work, school hours, risk of possible infection, &c., may prohibit the working of School Groups with their Local Scouts or Cubs, it is hoped that they will keep in touch so far as possible.

(*e*) When a *Scout* wishes to be connected with the School Group and also with a Group at his home, in a different town or village, it is desirable that he should belong to the School Group and be attached to his home Group under Rule 12.

(*f*) The District Commissioner has power to recommend the appointment of Assistant Scoutmasters and Assistant Cubmasters below the age of 18.

(*g*) When the rules of the school preclude a boy from passing the Pathfinder's test in the neighbourhood of the school, such test may be passed from the Headquarters of another Group.

(*h*) It is contrary to the spirit of the movement that any deviation from, or relaxation of rules, other than those specified in this rule 78, should be permitted in School Group. If in any special case any relaxation appears desirable, application should be made through the Commissioner to Provincial or State Headquarters, whose approval will, however, only be given in quite exceptional circumstances.

79. SCOUTS' OWN.

A meeting for Scouts where they are trained for the practice of the Scout Promise and Scout Law.

80. SEA SCOUTS AND SEA ROVER SCOUTS.

(A) Group Scoutmasters desiring that Troops or Crews should be registered as "Sea Scouts" or Sea Rovers must obtain the consent of their Commissioner and must satisfy him that the requisite training will be provided. On receiving the Commissioner's authorisation to their formation, such Troops or Patrols are to wear hat or cap ribbons with the words "Sea Scouts" on them.

(B) (*a*) No boat shall be taken over for use by Sea Scouts until the "Boat Certificate" issued for this purpose has been completed.

(*b*) No boat shall be used by Sea Scouts unless properly manned and in charge of a person possessing the "Charge Certificate" issued for the purpose. Forms can be obtained from Headquarters. Examiners for "Charge Certificates" must be nominated by the Local Association and approved by the District Commissioner.

(*c*) No Sea Scout shall form part of the crew of any rowing boat until he has passed for the "Swimmer's" badge, or form part of the crew of a sailing boat until he has passed for the "Swimmer" and "Boatman" Badges.

(C) Sea Scout Committees frame Bye-Laws.

(*a*) For the inspection of all boats used by Sea Scouts in their area, and for approving or disapproving their use with or without conditions.

(*b*) For restricting the sail area, the number of Scouts they may carry, for the provision of air tanks, life belts, or other safety devices.

(*c*) For ensuring that such vessels or boats when in use shall be properly manned, and in charge of a competent person.

(*d*) For the proper care and maintenance of any vessels or boats allotted them by Headquarters, and for observing the conditions attached to such allotment.

A copy of all rules framed by Sea Scout Committees shall be forwarded to Headquarters for approval.

(D) Hat Badges are made in cloth, with design in coloured silk according to rank, for Commissioners and other ranks of officers.

Uniform see Rules 26 and 41.

A Sea Scout Pamphlet, price 3*d*. can be obtained at Imperial Headquarters.

81. SHOOTING.

Group Scoutmasters must not allow their Groups to practise rifle shooting or shoot matches except on an officially approved range, and no shooting must ever take place except under the supervision of a competent officer who will be responsible that the Range Rules are strictly adhered to.

82. STRIKES.

The Boy Scout Association is a non-political body, and its assistance should not be given to breaking any ordinary commercial strikes; at the same time, if it be notified by any recognised public authority that voluntary workers are required to avoid grave public danger or inconvenience resulting from a strike, there is no objection to a Group Scoutmaster, with the consent of his Commissioner, offering the assistance of his Troop or Crew. Even in this case, however, no compulsion should be brought to bear on any individual Scout to volunteer his services, and no penalty should attach to him for not volunteering.

83. THEATRES AND PUBLIC PERFORMANCES.

Scouts in uniform are not allowed to appear on the stages of theatres or music halls in public performances, or as programme sellers, &c., other than their own.

84. TRANSFERS.

No boy may be accepted for enrolment in a Group who has been a member of another Group or of another recognised Boys' Organisation, within six months of his application, unless he is provided with a transfer paper duly signed by his late officer.

In case of dispute as to transfer, the matter must be referred to the District Commissioner for decision.

For the case of officers transferring from one District or Group to another. (See Rule 42.)

85. UNION JACKS.

The Union Jacks carried by *Scouts* may have the *Scout* Badge superposed at the intersection of the crosses. Groups may also carry their own Group colours, but the Union Jack must be given precedence of any other colours.

86. WOLF CUBS TRAINING.

The training of Wolf Cubs should be kept distinct from the training of Scouts so far as may be practicable.

Scouts acting as Instructors to Wolf Cub Packs are entitled to wear a Wolf Cub's head in green on a khaki ground (cloth) over the pocket of shirt. This badge will be granted on the recommendation of the Cubmaster.

V.—BADGES, DECORATIONS, &c.

87. COPYRIGHT.

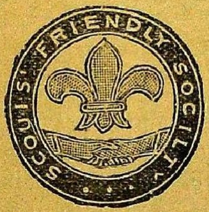
All the Badges and Decorations described in these Rules are intended for use by members only, unless otherwise specified, and can be obtained only from Equipment Department, Imperial Headquarters, 25 Buckingham Palace Road, London. Scoutmasters and Cubmasters should apply for badges through the Secretary of the Local Association and not direct to Headquarters unless no Local Association exists in that locality.

88. BADGES ALLOWED.

No badge, cord, chevron or other decoration may be worn on Scout uniform except—

Those described in these Rules.

Ribbons of King's medals, war medals, decorations and orders;



St. John's and St. Andrew's Ambulance medals, St. John's Ambulance badge senior course, Royal Humane Society's medals, British Red Cross medal. Badge of the Scouts' Friendly Society. (See also Rule 98.)

89. BADGES OF RANK.

These badges, up to and including District Officers are issued only through the Secretaries of Local Associations or from Provincial or State Headquarters, where no Local Association exists. Commissioners' badges are obtainable direct from Provincial or State Headquarters only.

The method of wearing them is described under each rank.

90. WOLF CUB PROFICIENCY BADGES.

Application for the Proficiency Badges described below must be made by the Secretaries of Local Associations to Provincial or State Headquarters. Tests must be passed before at least one independent and qualified Examiner approved by the Local Association (see Rule 55). Badges are worn on the right arm in parallel rows between the shoulder and elbow. Candidates must be two Star Cubs.

The 12 Proficiency Badges for which a Two STAR Cub may qualify are divided into four groups as follows :—

GROUP	I.—CHARACTER	(Colour of badges Blue)
„	II.—HANDICRAFT	(„ „ Yellow)
„	III.—SERVICE	(„ „ Red)
„	IV.—PHYSICAL HEALTH	(„ „ Green)

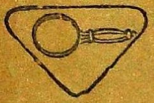
The badges are worn on the right arm between shoulder and elbow.

GROUP I.

Before a Cub can receive any badge in Group I he must make the following promise :—

"I will do my best to keep on practising (or collecting, or observing) after I have won my badge."

COLLECTOR.



Must make a collection of stamps, botanical or geological specimens, pictures, medal ribbons, post cards, crests or postmarks, &c. The test being a systematic and neat arrangement, and intelligent labelling.

Alternative.—The keeping of a scrap-book diary.

OBSERVER.

Must know something of the history and habits of five Indian animals (wild), or birds, or know the names and appearance of 20 Indian flowers or trees; and what common plants (beries, &c.) are poisonous to animals and human beings.

Must know the seasons at which different kinds of fruit and vegetables can be obtained and their approximate prices.

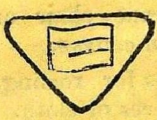
Must be able to track (by landmarks, compass, direction or ground signs) for at least half a mile.

Must be able to play "Observation" Game or "Shop Window" (remembering 16 out of 24 articles).

Special Promise to be made by Observer :—

"I promise to do good turns to animals just as much as to human beings."

SIGNALLER.



Must have a knowledge of the calling-up sign and its answer, the general answer, the end of message sign and its answer, the alphabetical check for numerals, and the erase signal.

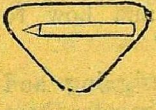
Read and send simple words in Morse or Semaphore slowly but correctly. Have a practical knowledge of field signalling, *viz*, sound signals (whistle) and movement signals (hand or staff).

GROUP II.

Before a Cub can obtain any badge in Group II he must make the following promise :—

"If I fail at first I will go on trying till I succeed."

ARTIST.



Cubs must copy in pen and ink or pencil a drawing of an animal or human being or still-life.

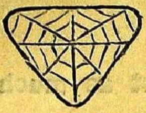
Draw with pencil, brush, pen or crayon, an illustration of any incident or character in a short simple story, or an incident in battle or in history (size not less than 7 in. by 5 in.) ; or

Draw from nature, a land-scape or still-life group.

Alternative—Model in clay, plasticene, wax or wood, &c., a human figure, an animal or bird which the examiner can recognise (not less than 7 in. high) and three common household objects.

Note.—The natural bent of the boys is to be encouraged in every way, the spirit and intention of his work to count as much as adherence to academic rules.

WEAVER.

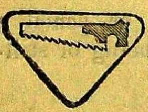


A Cub may qualify for the Weaver's badge by passing any four of the following tests :—

1. Make a small straw mat or knit a woollen scarf.
2. Net a string bag or piece of netting or a small hammock, or spin 20 yards of cotton yarn.
3. Weave the webbing of a bed or re-seat a cane chair or make kettle holder in cross stitch work on canvas.
4. Make a small "tattie" or weave palm leaves for roofing, or make a rug on canvas with wool or pieces of cloth.
5. Make a small "razai" and stuff it with cotton or fibre, or make a small patch-work quilt or patch-work table cloth.
6. Weave a useful article in cotton, "rafia", cane, reeds, grass or bamboo.
7. Make a basket and sweeping broom.

WOODWORKER.

Chip carving.—Must carve two out of the following articles :—Box, tea-pot stand, stool, card stand, tea tray, and also one according to his own choice.



Must understand the care of tools and how to sharpen them.

Must understand the theory of designing and be able to draw simple designs, and transfer them to the wood.

Must make four out of the following articles :—A stool, a box, a pen-tray, a paper-knife, a watch stand, a bracket, and one article according to his own choice.

Fretwork (alternative).—Must make four out of the following articles :—Shelf, box, hand mirror, paper-knife, watch-stand, bracket, and one article according to his own choice.

Carpentry (alternative).—Must be able to distinguish four of the following woods :—Mangoe, Teak, Sal, Sisal or Shisham, Mahogany, Pine.

Must know what is meant by, and the uses of, a housing, a tenon and mortice, a halved joint and a dovetail; show efficient samples of any two of them made by himself.

Must be able to use efficiently a saw, hammer, plane and chisel, and be able to sharpen the latter.

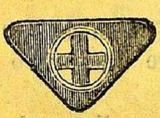
If a Cub is able to exhibit some small article of his own construction embodying the second and third parts of the test, he need only be examined in his knowledge of the first part.

GROUP III.

Before a Cub can receive any badge in Group III he must make the following promise :—

"I will do my best to help other people before myself."

FIRST AIDER.



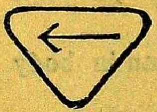
Must be able to bandage a hand in such a way as to stop bleeding, and be as antiseptic as possible; and know how to "clean up" and treat a graze.

Know treatment for sprains; and how to apply the wide bandage to a sprained ankle. Know how to put on the "Large arm" sling and the head bandage.

Know the treatment for stopping bleeding from the nose.

Know how to extinguish clothes that have caught fire; and how to treat minor burns and scalds; grit in the eye; choking, sunstroke; and bites of snakes, dogs and insects.

GUIDE.



Must know which road leads to the nearest big city, and how many miles away it lies; and the direction and distance away of three neighbouring towns or large villages. (The Pack Headquarters should be taken as the centre from which distances are measured in the above test and those which follow.)

Be able to give clear directions to a stranger making his way, well expressed and distinctly spoken; and be capable of doing so politely and promptly.

Be able to deliver a short verbal message correctly.

Know the whereabouts and distance away of the nearest police station, fire-station, doctor's house, chemist's shop or dispensary, temple, church, mosque, hospital, blacksmith's forge, motor-garage and hotel. Also the names and whereabouts of the best shops for various classes of goods.

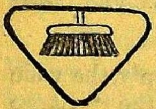
Have a knowledge of all short-cuts for an area of a quarter of a mile round the Pack Headquarters.

Be able to judge distances roughly (*viz.*, for directing people).

Know the history of the locality or of any historical place in the neighbourhood.

(In big cities the Commissioners may make appropriate modifications of paragraphs 1, 4 and 5.)

HOUSE ORDERLY.



Must be able to clean and tidy a room, lay a fire and light it with not more than two matches.

Make "chappathies" or "upma"; cook rice and one curry, or make a good cup of tea and fry or poach an egg.

Peel potatoes, and boil them, and know how to cook green vegetables.

Wash up crockery, utensils, &c.

Clean knives and brass work.

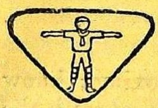
GROUP IV.

Before a Cub can receive any badge in Group IV, he must make the following promise :—

"I will do my best always to keep myself clean in body and thought, and to play fair."

Cubs who are physically backward for their age should be discouraged from competing for Badges in this group.

ATHLETE.



These tests are divided into two classes: "A" and "B". Class "A" is for Cubs from 7 to 10 years of age; "B" for those of 10 to 12. The tests are of the same nature in both classes, but the standards are different.

N. B.—The average height of Cubs in Class "A" is 3 ft. 10 in. If a Cub in this class is unusually developed (not only in height) he shall be judged in Class "B".

Class "A" must be able—

To sprint 80 yards in 16 seconds.

To jump 2½ ft. (high jump).

To jump 6 ft. (long jump).

To climb a rope or pole 10 ft.

To throw a cricket ball 20 yards.

To catch a cricket ball thrown from 10 yards.

To do one of the four following things:—

(*a*) Stand on his head.

(*b*) Turn a "Cartwheel".

(*c*) Be able to box (knowledge of correct attitudes, defence and striking).

(*d*) Be able to wrestle (in correct form).

N. B.—A high standard is not expected in classes "*c*" and "*d*" of the last test. An elementary knowledge and plenty of energy is all that is required.

Class "B" must be able—

To sprint 80 yards in 14 seconds.

To jump 2 ft. 8 in. (high jump).

To jump 7 ft. 6 in. (long jump).

To climb a pole (10 ft.)

To throw a cricket ball 30 yards.

To catch a cricket ball thrown from 15 yards.

To do one of the following things :—

(*a*) Stand on his head.

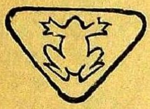
(*b*) Turn a "Cartwheel".

(*c*) Have an elementary knowledge of boxing; know how to lead with the left and guard with the right; also the rudiments of footwork.

(*d*) Be able to wrestle (in correct form).

N. B.—A high standard is not expected in Clauses (*c*) and (*d*). An elementary knowledge and plenty of energy is all that is required.

SWIMMER.

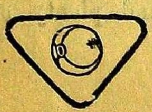


Must be able to swim 25 yards (any stroke). Be able to float on back for 60 seconds in salt water or 30 seconds in fresh water, or as an alternative to tread water for two minutes in salt water, and one minute in fresh water.

Be able to swim on back, with arms folded on chest, for 15 yards.

Be able to "duck's dive" (dive while standing in the water or swimming). *Or*, as an alternative, perform a "honey pot" (*i. e.*, jump with arms clasped round knees) from a board, bank or boat.

TEAM-PLAYER.



To qualify for this Badge a Cub must have been a member of a team for three months. The team must be under control of the Cub-master or other person approved by the Cub-master. He should have played quite regularly (only missing if able to furnish a sound reason for so doing). His play should be up to the mark and scrupulously fair. He should not once have been ordered off the field for fouling or arguing. A strict obedience to the rules of the game, good temper, pluck, and honest, unselfish play shall count more than skill in playing.

(The Cub should be habituated to applaud good play even though it is on the other side.)

91. SCOUT PROFICIENCY BADGES.

Applications for these must be made by Secretaries of Local Associations or Commissioners to Provincial or State Headquarters. Candidates must be First or Second-class Scouts, but after taking four Proficiency Badges the candidate must gain the First-class Badge before he can qualify for any more.

This does not apply to Proficiency Badges qualifying towards the First-class Badge, namely, Ambulance, Swimmer, Fireman, Woodman, Carpenter, Metal Worker, Campers, Naturalist, Pioneer, Signaller, Cook and Surveyer.

Tests must be passed before at least one independent and qualified examiner approved by the Local Association. The badges which qualify for the rank of King's Scouts (marked with an asterisk) must be passed annually. Unless this condition is fulfilled, the badge must be given up.

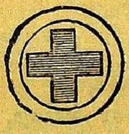
The Badges are worn on the right arm (in parallel rows between shoulder and elbow) except those Badges which qualify for the King's Scout Badge which are worn on the left arm as and when they are acquired. (See Rule 30.)

The only badge which may be worn on both arms is the Ambulance Badge, which is invariably worn as the top badge nearest the shoulder, whether gained first or later.

Tests marked with an asterisk must be repassed annually.

*AMBULANCE MAN.

(Alternative designs may be sanctioned for non-Christian countries.)

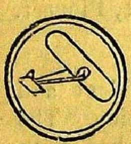


Must know the Fireman's lift; how to drag an insensible man; how to improvise a stretcher; how to fling a life line; the position of main arteries; how to stop bleeding from vein and artery, internal or external; how to improvise splints and to diagnose and bind fractured limb; the Schafer method of artificial respiration; how to deal with choking, burning, poison, snake bite, grit in eye, sprains and bruises; how to diagnose and treat fits, fainting and insensibility, as the examiners may require.

Generally, the laws of health and sanitation as given in "Scouting for Boys in India", including dangers of smoking, incontinence, want of ventilation and lack of cleanliness.

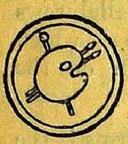
Demonstration must be given as far as possible. Scouts are recommended to qualify for the St. John Ambulance Association junior certificate.

AIRMAN.



Must make a working model of an aeroplane or dirigible that will fly at least 25 yards, and have knowledge of the theory of aeroplanes and dirigibles and their engines and balloons.

ARTIST.



Must draw subjects—

(*a*) From memory, and state on each drawing when and where he saw the subject drawn.

(*b*) From sight.

(*c*) From imagination.

The drawing to be submitted to Provincial or State Headquarters with a certificate by the Local Association that they are the original work of the candidate, and that all three have been completed in two hours (not two hours each).

(Full instructions contained in a pamphlet which can be obtained from General Headquarters.)

ATHLETE.

Must—

(1) Demonstrate the proper method of sitting, standing, walking, running and starting in a race.

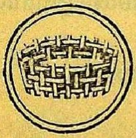
(2) Give proof of proper training and diet for Athletics and of taking regular bodily outdoor exercise.

(3) Pass 1 running test, 1 jumping test, the throwing test and the Scout mile test according to his weight in the Schedule below—

SCHEDULE.

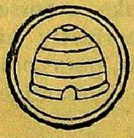
Limit.	Under 7 st.	Under 8 st.	Under 9 st. 7 lbs.	Over 9 st. 7 lbs.
60 yards ...	9 secs.	......	......	......
80 " ...	......	11 secs.	......	......
100 " ...	......	......	13 secs.	12, 3/5 secs.
220 yards ...	40 secs.	......	......	......
440 " ...	......	75 secs.	70 secs.	65 secs.
880 " ...	......	......	......	2 mins. 30 secs.
1 mile ...	......	......	......	5 mins. 30 secs.
(4 Hurdles) 60 yards, Hurdles 2 ft. 6 in. ...	12 secs.	......	......	......
(6 Hurdles) 80 yards, Hurdles 2 ft. 6 in. ...	......	16 secs.	......	......
(10 Hurdles) 120 yards, Hurdles 3 ft. 0 in. ...	......	......	24 secs.	22 secs.
Running High Jump...	3 ft. 6 in.	3 ft. 10 in.	4 ft. 2 in.	4 ft. 6 in.
Running Broad Jump	12 ft. 0 in.	13 ft. 0 in.	14 ft. 0 in.	15 ft. 0 in.
Throwing Cricket Ball	45 yds.	50 yds.	55 yds.	65 yds.
At Scout Pace ...	2 miles	3 miles	4 miles	5 miles.

BASKET-WORKER.



Must have a general knowledge of the raw materials used in one or other of the branches covered by the Badge. He must know where that raw material is obtained and how, prepared for working, and must produce an article of practical use in either basket, cane, rush or straw work, made entirely by himself.

BEE-FARMER.



Must have a knowledge gained in practice of swarming, hiving, hives and general apiculture, including a knowledge of the use of artificial combs, &c.

BIRD WARDEN.

1. Must, in his own district, with regard to bird life in general, know—

(a) The chief dangers (including egg collectors) to which they are exposed.

(b) Any social customs, ideas or superstitions which threaten its existence.

(c) Any laws passed, or practical steps taken, to protect it.

2. Have a practical knowledge of the construction of three types of nest boxes for different species of birds, and how they should be used to best advantage.

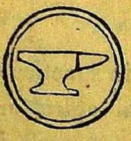
3. Have fed birds in his district for at least one year by means of food houses, food tables or food sticks.

4. Produce a notebook of, and be familiar with, the habits, calls and appearance (plumage, size, &c.) of at least 12 distinct varieties of birds in his district.

5. Have kept record of birds and nests in his district for over a year, giving such particulars as—

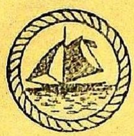
Registered number.	Species of birds.	Date when first seen or heard.
Date of finding nest.	Kind of tree or bush or tussock.	Height above ground.
Number of eggs or young.	Date of leaving nest.	Remarks.

BLACKSMITH.



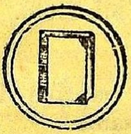
Must be able to forge iron to simple forms, *viz.*, S hook, ring, staple, holdfast, or pipe-hook; weld together two pieces of iron; make a horse-shoe, and shoe and rough a horse correctly or, alternatively in manufacturing districts, pass some test of equivalent difficulty; and know how to use a sledge-hammer and be able to temper steel.

BOATMAN.



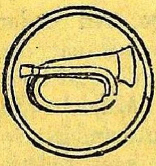
Must be able to manage a boat single-handed, rowing, punting and sculling over the stern; to steer a boat under oars and bring her alongside a vessel and landing stage. He must be able to box the compass. He must know how to tow or be towed. He must be able to distinguish the various classes of vessels by their rig. He must be able to make the various bends and hitches, knots and splices, and be able to throw a line.

BOOKBINDER.



Must perform the following operations in the binding of a book:—Prepare the parts or sections for sewing; sew sections on tapes; fold and paste on end papers; glue up; and line with mull; round and back and add second lining; cut boards and cover with cloth or paper, and put book into case.

BUGLER.



Must sound properly on the bugle the Scouts' Rally and the following Army calls:—Alarm, Charge, Orderlies (ord. Corpls.), Orders, Warning for Parade, Quarter Bugle, Fall in, Dismiss, Rations, first and second Dinner calls (men's), Reveille, Last Post, Lights out.

CAMPER.

(1) Have camped out 30 nights either in bivouac or under canvas.

(2) Know what minimum requisites in—

(*a*) Kit,
(*b*) Utensils,
(*c*) Rations,

are required for seven boys for a week's camp and have cooked all meals for them for three days not necessarily consecutive.

(3) Demonstrate what kit he would take on a tramping trek by himself, and have taken part in a tramp trek of not less than three days, covering at least nine miles a day.

(4) Know how to select and lay out a camp for—

(1) a Patrol,

(2) a Troop 40 strong,

making necessary kitchens, rubbish-pits, latrines, &c.

(5) Demonstrate that—

(*a*) He understands the use and care of an axe.

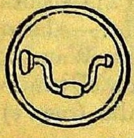
(*b*) He has a knowledge of knots as shown in chart 13 and can tie the tenderfoot's knots blindfold.

(*c*) He understands lashings.

(6) Demonstrate how to pitch and strike a tent capable of holding seven Scouts, and carry out ordinary repairs to same.

(7) Build a shelter for three Scouts, using only natural materials and make a suitable patrol tent of any old material.

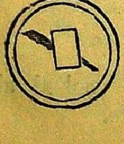
CARPENTER.



Must be able to distinguish mango, red cedar, rosewood, jack, tamarind, deal, sandalwood, margosa, fig, cocoanut, palmyra, mahogany, teak, and know the nature and common uses of each. Must be able to sharpen a chisel and plane iron, shute and glue or peg up a 2 ft. straight joint, make a housing, tenon and mortice and halved joint. Must dovetail two pieces of wood together with not less than five dovetails, or make a properly-framed stool, chair or other piece of framed furniture.

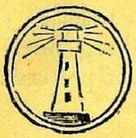
Provincial or State Council should make alterations in the woods and tests in accordance with local requirements, provided the same relative standard is retained.

CLERK.



Must pass test in handwriting, handprinting, typewriting (or as an alternative to typewriting, shorthand 20 words a minute as a minimum), writing a letter from memory on a subject given verbally five minutes previously, simple book-keeping.

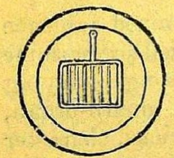
*COAST WATCHMAN.



Must know every rock and shoal within the five-fathom line on a four-mile stretch of coast near his headquarters.

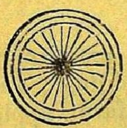
He must know the rise and fall of tides, both spring and neap, and how to ascertain the times of high and low water. Must know when the moon rises or sets and its quarter. He must know the set of the currents at all times of tide. He must know all danger spots to bathers and visitors, such as quicksand and places where they are liable to be cut off by the tide, and what to do if they get into difficulties. He must know the best landing-places for boats and where they can find shelter in bad weather. He must know the marks of fishing boats which frequent the coast and the national flags of ships which pass. He must know the lighthouses which can be seen from his strip of coast and describe the lights they exhibit. He must know the beacons, storm signals, coast guard stations, steam tugs, life-boats and rocket apparatus, the nearest telegraph offices, telephones and addresses of doctors available from each point and the mercantile code of signals.

COOK.



Must be able to light a fire and make a cooking place with a few bricks or logs and cook on it seven local standard dishes and three beverages and must serve properly.

*CYCLIST.



Must sign a certificate that he owns a bicycle in good working order, which he is willing to use for the service of his King and Country, if called upon at any time in case of emergency. He must know its different parts, be able to ride his bicycle satisfactorily and repair punctures, &c., and keep it in good running order. He must be able to read a road map, and repeat correctly a verbal message. On ceasing to own a bicycle he must hand back his badge.

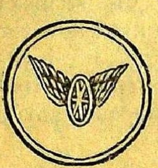
DAIRYMAN.

Must have a knowledge gained by practice of management of dairy cattle, milking, making butter and cheese, sterilisation of milk, safe use of preservatives, care of dairy utensils and appliances.

ELECTRICIAN.

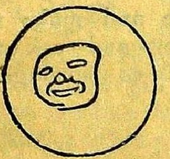
Must make a simple electro-magnet, repair blown fuses and broken electrical connections, have a knowlege of the method of rescue and resuscitation of persons suffering from shock, elementary knowledge of the action of simple battery cells and the working of electrical bells and telephones.

ENGINEER.



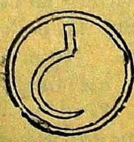
Must have a general idea of the working of motors and steam locomotives, and stationary engines, gas steam or electric; he must also know the names of the principal parts and functions of any one of them chosen by himself, and how to start, drive, feed, stop and lubricate it.

ENTERTAINER.



Must be able to entertain a mixed audience for at least 15 minutes with a varied programme from the following:—Recitations, songs, playing cowboy's flute, penny-whistle, mouth-organ, banjo, venai, or sernai, conjuring tricks, character sketches, stories, ventriloquism, stump speeches and step-dancing.

FARMER.

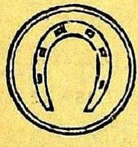


Must have a knowledge gained by practice of ploughing, cultivating, drilling, hedging and draining; also a general knowledge of farm appliances, hay making, paddy cultivation, reaping, loading and stacking, and an acquaintance with the routine seasonal work on the land, including the care of cattle or horses or sheep and goats.

*FIREMAN.

Must pass tests in use of hose and hydrants, escapes, ladders, chutes, ropes, jumping sheets, fire extinguishers; fireman's lift, dragging patients, climbing, and passing buckets; and have knowledge of how to give alarm to inhabitants and police, how to enter burning buildings and work in fumes, how to prevent spread of fire, how to rescue animals and salve property and the use of "scrum" to keep back crowd, and how to improvise ropes and jumping sheets. In places where there is no fire brigade apparatus, practical tests in organising line of buckets, rescue work, scrum, &c., must be passed, and the remainder must be known as theory.

FRIEND TO ANIMALS.



Must—

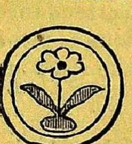
(1) Have a general knowledge of the habits, food and all that tends to the well-being of the following animals :—

Horse, cow, bullock or donkey, sheep or goat, dog and cat, and be able to recognise any form of cruelty or ill-use to which they are subject.

(2) Know in respect of any one of the above animals the usual minor ailments to which it is liable, and what simple remedies may be employed.

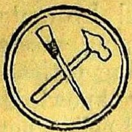
(3) Have an elementary knowledge of what to do in cases of accidents to animals; also of any laws passed for their protection, and of the powers of the police with regard to them.

GARDENER.



Must dig a piece of ground not less than 12 feet square; plant and grow successfully six kinds of vegetables or flowers from seeds or cuttings. Know the names of a dozen plants pointed out in an ordinary garden, and understand what is meant by pruning, grafting and manuring.

HANDYMAN.



Must be able to do white-washing and small plastering jobs, repairs to roofs or mud huts, to taps or locks. Simple furniture repairs, repair leaks in lamps or household utensils; re-tin cooking vessels or do simple soldering jobs; repair tatties or cane-bottomed chairs, replace gas mantles and electric light bulbs or frame and hang pictures, sharpen knives, fix a pane of glass on door or window and tidy and arrange a room.

HEALTHY MAN.

Must—

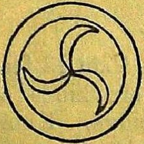
(1) Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach, and the organs of special senses (eyes, ears and nose) in good order, and the principal dangers to be guarded against.

(2) Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercising; give proof that he has kept fit by the observance of these rules for at least 12 months.

(3) Know the dangers incurred in the use of tobacco and alcohol and the breaking of the 10th Scout Law; the danger of over-training the body and the continual use of one form of exercise.

(4) Be able to train a patrol in simple exercises suitable for strengthening all parts of the body, and give reasons for each exercise.

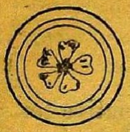
HELPER.



Must have a general elementary knowledge of sick-nursing, invalid cookery, sick-room attendance, bed-making, ventilation and precautions against common diseases. Ability to help the aged and infirm.

Scouts are recommended to qualify for the St. John Ambulance Association's junior certificate.

HERBALIST.



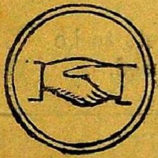
Must make a collection (neatly mounted in a book) of 12 medicinal herbs, and 12 herbs used in cooking. Must know where to find them and be able to recognise them readily and know their exact uses.

HORSEMAN.

Must ride at all paces and jump an ordinary fence on horseback; saddle and bridle a horse correctly; harness correctly in single or double harness, and be able to drive. Know how to water and feed and groom his horse properly; know the evil of bearing and hame reins and ill-fitting saddlery; the principal causes and remedies of lameness.

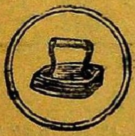
If taken as a qualifying badge for King's Scout it must be repassed annually, and the Scout must have a horse at his disposal.

*INTERPRETER.



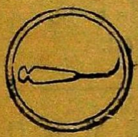
Must be able to carry on a conversation, write a simple letter on a subject given by examiner, read and translate a passage from a book or newspaper, in either Esperanto or any language that is not that of his own country.

LAUNDRYMAN.



Will not be issued in future.

LEATHER WORKER.



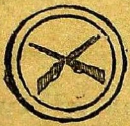
Must either—

(*a*) be able to sole and heel a pair of boots, sewn or nailed, and generally repair boots and shoes, and have a knowledge of tanning and curing; or

(*b*) be able to dress a saddle, repair traces, stirrup leathers &c., and know the various parts of harness, and have a knowledge of tanning and curing, or as an alternative;

(c) must be able to make a pair of shoes or sandals, and do simple repairs to them.

*MARKSMAN.



Must fire any one of the seven alternative tests, particulars of which are shown below, and obtain not less than the minimum score indicated—

Number of shots 10
Highest possible score Service Rifle ... 50
Miniature or Air Rifle 100
Position ... ... Any.

Edge of shot-hole nearest to centre of Target to decide value of Hit.

Service Rifles.

('303″ taking full charge.)

Minimum Score.	Test.	Distance (yards).	Targets to be used.
28	1	600	N. R. A.
30	2	500	N. R. A.
30	3	200	N. R. A.

Miniature Rifles.

(Any single-loading type taking ammunition not larger than ·22″.)

Minimum Score.	Test.	Distance (yards).	Targets to be used.
75	4	25	25 yd. S. M. R. C. Match Card, 1926.
77	5	20	20 yd. S. M. R. C. Match Card, 1926.
80	6	15	15 yd. S. M. R. C. Match Card, 1926.

AIR RIFLES.

(With rifled barrels taking pellets not larger than ·25″.)

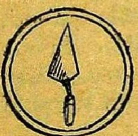
Minimum Score.	Test.	Distance (yards).	Targets to be used.
75	7	10	15 yds. S. M. R. C. Match Card, 1926.

Note.—When using air rifles, care must be taken so to fix the targets that the pellets do not rebound to the danger of the firer's eyes.

Judging distance—

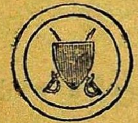
Must judge distance on unknown ground (five trials up to 300 yards, five between 300 and 600 yards); average error on ten trials not to be more than 25 per cent.

MASON.



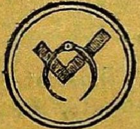
Must lay at least four courses of a straight wall with a corner, in addition to the foundation; must make mortar and understand the use of a plumb line and trowel.

MASTER-AT-ARMS.



Must attain proficiency in two out of the following subjects:—Single Stick, Quarter Staff, Fencing, Boxing, Jiu-Jitsu, Gymnastics and Wrestling.

METAL WORKER.



Must—

(1) Make and repair some of the simpler tinware articles in common use.

(2) Chip and file small surfaces of cast-iron.

(3) Forge wrought iron to simple forms, *viz.*, S-hook, ring, staple hold-fast, or pipe-book.

(4) Forge and temper a drill or chipping chisel.

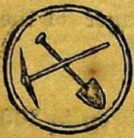
(5) Fit and braze two pieces of wrought-iron together.

(6) Explain the names, uses and construction of metal work, tools and apparatus in common use, and give reasons for shapes, cutting angles, &c., of tools.

(7) Explain the composition and properties of solders, fluxes and metals.

(8) Be familiar with ordinary workshop practices and processes.

MINER.



Have a general knowledge of one particular branch of the mining industry, such as coal iron, or other mineral, with the special dangers involved, and safeguards against them, and must have worked below the surface for not less than six months.

MUSICIAN.

Must play correctly one of the following instruments :—Vina, Sitar, Palwe, Patala Ngai, Kaji Moung, and Soung, Flute, Fiddle, Piano, Harmonium, Organ, and other recognised instruments and sing correctly two tunes of classical Indian music.

NATURALIST.

Must—

(1) Be able to explain in his own words—

(*a*) the fertilisation and development of a wild flower; or

(*b*) the development of a bird from an egg; or

(*c*) the life history of an insect; or

(*d*) a month's observation of pond life.

(2) Keep a Nature Diary for 52 consecutive weeks, illustrated by sketches of the animals, birds, trees, plants, insects, &c., recorded; this Diary to contain the dates and places of—

(*a*) First appearance of 12 spring or autumn bird migrants.

(*b*) First flowering of 18 wild flowers.

(*c*) First appearance of six butterflies or moths.

(*d*) The carbon impression of 18 leaves of common Indian trees and know the English and one local vernacular name.

In towns, one of the following alternatives may be selected in the place of (2). The Commissioner shall decide whether the area may be considered a town for the purpose of this badge.

Make a collection of the leaves of 30 different trees, or of 60 different species of wild flowers, ferns and grasses dried and mounted in a book, and be able to name and recognise them correctly.

Or alternatively—

Make coloured drawings of 20 flowers, ferns or grasses from life, or 12 sketches from life of animals and birds. Original studies, as well as the finished pictures, to be submitted.

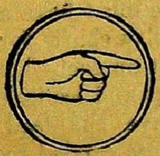
Or alternatively—

Be able to name 60 different kinds of animals, insects, reptiles or birds in a Museum or Zoological Garden, or from unnamed coloured plates, and give particulars of the lives, habits, appearance and markings of 20 of them.

Or alternatively—

Describe the habits and recognise by their songs, calls or voices, 30 different kinds of birds or animals.

*PATHFINDER.



Must—

(*a*) Have an intimate knowledge and, if required, draw sketch map of the locality round his headquarters, including fire and police stations, hospitals, post, telegraph and tram routes, the principal (not exceeding six) doctors, and dispensaries, factories, job masters, livery stables, motor garages, cycle-repairers, also positions of turn-cocks and water-taps, and (in country only) estates and farms and their nature, turn-cocks, or wells, markets, hotels and blacksmiths, or (in town only), the principal food and provision merchants and cab,

rickshaw, and motor stands, and places for accommodation of travellers.

Note.—The area over which the above intimate knowledge will be required is a two-miles radius from the Group headquarter in country or towns up to 20,000 inhabitants; one mile in town between 20,000 and 500,000; half a mile in towns over 500,000. The Commissioner may at his discretion vary the area to exclude undesirable neighbourhoods, parks or other open spaces, and include an equivalent area.

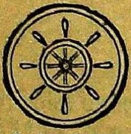
(*b*) Have a general knowledge of the district so as to be able to guide strangers by day or night within a five-miles radius.

(*c*) Have some knowledge of the history of the place and any buildings of historical interest.

PHOTOGRAPHER.

Must take, develop and print 12 separate subjects, three interiors, three portraits, three landscapes and three instantaneous "action" photos; and have a knowledge of the theory and use of lenses, the construction of cameras and action of developers.

*PILOT.



Must be able to sail a boat, tack, wear, reef, make and shorten sail. He must have a full knowledge of the Admiralty chart for the nearest port, and the coast on each side of it. He must know the buoys, beacons, land-marks and leading marks into and out of the harbour, and be able to heave the lead. He must know the Rule of the Road at sea, the lights carried by all classes of vessels, the danger and storm signal and the mercantile code signals. He must be able to fix positions by means of cross bearings, both from land and sea, and must keep a log for at least a month, registering the wind, weather, barometer and thermometer, as generally carried out at sea.

PIONEER.

Must show efficiency in the following:—

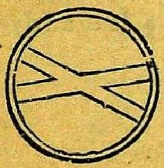
Fell a 9-inch tree or scaffolding pole neatly and quickly, or make a bamboo ladder. Tie eight kinds of knots quickly in the dark or blindfolded.

Lash spars or bamboos properly together for scaffolding. Build model bridge or derrick.

Make a camp kitchen.

Build a hut of one kind or another suitable for three occupants.

PIPER.



Must be able to play a March, Strathspey and Reel.

PLUMBER.

Must make a blown joint in compo or lead pipe, use a soldering iron to repair a copper ball, or similar job. Be able to repair leaky bibcocks, plugcocks and ball-valves. Know how to hammer up a burst pipe, and know the address of his local turn-cock.

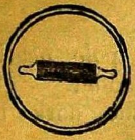
POTTER.

Must know how to mix and prepare clay and must make satisfactorily a brick or tile, and earthen pot or cooking vessel, and a piece of simple ornamental pottery.

POULTRY FARMER.

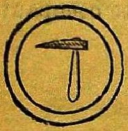
Must have a practical knowledge of natural or artificial hatching sanitary fowl-houses and coops and runs; also of rearing, feeding, killing, and dressing birds for market; and must be able to pack birds and eggs for market.

PRINTER.



Must print a hand bill set up by himself, and must know the names of different types and paper sizes; be able to compose by hand or machine, and understand the use of hand or power printing machines.

PROSPECTOR.



Must have a general knowledge of the various periods of the earth's crust, and which are water-bearing rocks. Must understand stratification, dip and faults. Must be able to identify 20 different minerals in their natural state, and be able to analyse simple rocks.

*PUBLIC HEALTH MAN.

Must show a satisfactory knowledge of the following :—

(a) *Communicable diseases*.—Conditions favouring these modes of infection from air, water, food, clothes, &c., insects as carriers of diseases; preventive measures; quarantine; disinfection of sputa and discharges; isolation of the sick; general modes of disinfection.

(b) *Infectious diseases.*—Period of incubation; natural immunity and acquired immunity; inoculation, methods of, and reasons for, vaccination and small-pox protection; prophylaxis.

Plague.—Causation, pests, rats, fleas; seasonal variation; conditions favouring spread, varieties of plague prophylaxis; campaign against rats; rat-proof and rat-free houses; rat-poison; flea-poison; rat-trapping; evacuation of house; inoculation.

Cholera.—Modes of infection; prevention; purification of water; protection of food, disinfection of stools, vomit, clothes, &c.

Tuberculosis.—Causes; how spread; how prevented; treatment by light, air, good food.

(*c*) *Disinfection.*—Various disinfectants, natural, physical, chemical liquid, gaseous and solid; examples—methods of use, disinfection of spute, &c.

(*d*) *Air.*—Composition, impurities, diseases caused by breathing impure air; how to purify air; ventilation and its importance.

(*e*) *Water.*—Sources; impurities; diseases due to drinking impure water; filters; boiling; chemicals.

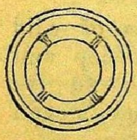
(*f*) *Food.*—Food values necessary for health; sources of contamination; prevention; diseases due to bad or inadequate food.

(*g*) *Disposal of house refuse.*—Incinerator; dry earth; closet pail; privies; bathrooms; latrines; methods of cleansing and disinfecting; dangers from exposed fæcal matter, &c.

(*h*) *Malaria.*—How spread, mosquitoes; varieties; how bred and where; prevention of breeding; prevention of bites; use of quinine.

(At the age of 15 a knowledge of the dangers of venereal diseases.)

***RESCUER.**



Attired in shirt and dhoti or trousers or the equivalent; must—

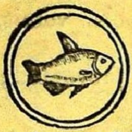
(*a*) Perform in the water four methods of rescue and three of release from the clutch of a drowning person. The drowning subject, about the size of the rescuer, in each of the rescue methods to be carried at least ten yards.

(*b*) Dive from the surface to the depth of at least five feet and bring up a stone, brick or iron-weighted object of not less than five pounds.

(*c*) Demonstrate the Schafer method of resuscitation and the promotion of warmth and circulation.

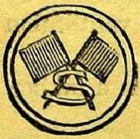
(*d*) Swim 50 yards and undress before touching ground.

SEA FISHERMAN.



Must have a practical knowledge of the various methods of catching sea fish for the market by means of trawls, nets and lines, and of catching shell fish. He must have had experience of at least three of these methods, one of which shall be by the trawl, and must know the mercantile code of signals.

*SIGNALLER.



Must—

(1) Send and receive by flag in Semaphore at rate 7 (35 letters a minute), and in Morse at rate 5 (25 letters a minute).

(2) Send and receive at rate 6 (30 letters a minute) on buzzer or sounder.

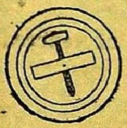
(3) Send and receive at rate 5 (25 letters a minute) by lamp, heliograph or disc.

(4) Attain 95 per cent accuracy in all the above tests.

(5) Have a good knowledge of the simple procedure outlined in the official Scout Manual of Signalling.

(6) Have a good knowledge of the various signs and signals given in "Scouting for Boys in India".

SILVERSMITH.

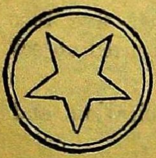


Must design and make a vase cup or plate, and a Scout badge in silver, brass or similar metal.

STALKER.

Must take a series of 20 photographs of wild animals or birds from life and develop and print them himself, and must be able to give particulars of their lives, habits and markings.

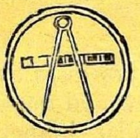
STAR-MAN.



Must have a general knowledge of the nature and movement of the stars. Be able to point out and name six principal constellations, find the north by means of other stars than the Pole Star in case of that star being obscured by clouds, &c., and tell the hour of the night by the stars or moon.

Must have a general knowledge of the relative positions and movements of the earth, sun and moon, and tides, eclipses, meteors, comets, sunspots and planets.

SURVEYOR.



Must map correctly, from the country itself, the main features of half a mile of road, with 440 yards each side to a scale of two feet to the mile, and afterwards re-draw same map from memory.

Measure the heights of a tree, telegraph pole, temple, tower, mosque or steeple, describing method adopted.

Measure width of a river, and distance apart of two objects, a known distance away and unapproachable.

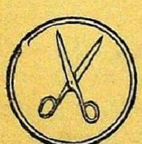
Be able to measure a gradient.

Understand what is meant by H. E, V. I., R. F., contours, conventional signs of survey of India and scales.

SWIMMER.

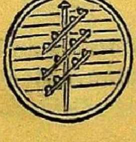
Must swim 50 yards with clothes on (shirt, dhoti or trousers as a minimum) and be able to undress in the water. He must swim (without clothes) 100 yards on the breast, and 50 yards on the back with the hands either clasped or the arms folded in front of the body. He must be able to dive and pick up small objects from the bottom.

TAILOR.



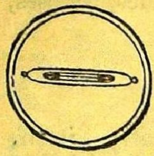
Must cut out and sew, either by hand or machine, a Scout's shirt and shorts to fit himself. Must also insert a patch, and darn a small hole in a neat workmanlike manner in either of the above-mentioned garments.

TELEGRAPHIST.



Will not be issued in future.

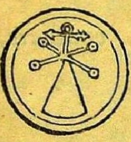
TEXTILE WORKER.



Must have a general knowledge of the names and natures of the raw materials used in weaving and spinning; where they are grown and obtained; and the names and natures of the finished products made from the raw materials.

He must understand and describe the different processes by which the raw material becomes the finished product, and must have detailed practical knowledge of at least one particular branch of the textile industry, such as spinning, weaving or finishing, and produce an article woven by himself.

WEATHERMAN.



Must have kept a satisfactory record of air temperature and rainfall for at least two months; also wind, weather and cloud for a like period; must be able to recognise halos, coronas and aurora and the principal forms of clouds.

Must be able to read a mercury barometer and understand the action of a barograph; must be able to apply Buys Ballot's Law, and to read the maps in the Daily Weather Report of the Meteorological Office. Must know the meaning of gale warnings and (if living on the coast) where and during what hours they are displayed.

Must know for his own district the wettest month and the wettest day on record, the extremes of temperature and the prevailing winds.

WIRELESSMAN.

Must—

(*a*) Be able to receive and send correctly not less than six words a minute in Morse (buzzer or sounder).

(*b*) Know the correct form for sending a message and know at least ten of the radiogram abbreviations (Q signals).

(c) Draw a simple diagram showing how to connect the following instruments in a receiving set—Tuning coil or loose coupler, variometer, detector, fixed and variable condensers, telephones, aerial and earth. Describe shortly the use of the above apparatus.

(d) Know the methods of charging and looking after accumulators.

(e) Be able to explain in his own words—(i) The general principles of a thermionic valve; (ii) The meaning, use and abuse of reaction as applied to valve receiving circuits; (iii) How to detect and cure oscillation, and how it affects other receiving sets.

(f) Draw a diagram of three different types of aerials and state their advantages or disadvantages, and know how properly to "earth" a wireless set, and what precautions to take during a thunderstorm.

(g) Demonstrate how to rescue a person in contact with a live wire, and have a knowledge of the method of resuscitation of a person insensible from shock.

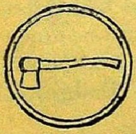
(h) Submit a complete receiving apparatus with either crystal or valve detector, assembled by himself, and demonstrate his ability to tune and satisfactorily operate such receiver, some component of which must have been made by himself out of new material.

(i) Know the conditions under which at least two types of licenses to operate W/T and R/T are issued by the P. M. G.

(j) Have afforded (considerable) help in connection with wireless to others.

WOODMAN.

Must—



Know how to choose an axe, name its parts and know the merits of different types and their uses.

Know the safety-first rules of axemanship; grind an axe; fell a tree of at least 18 inches girth; trim and log it up; score and hew; and split with wedges or axes.

Know how to fell with cross-cut saw and wedges and understand the theory of the cross-cut and how to sharpen.

Know the different species of trees by their appearance, and their respective uses as timber; and how to measure timber. Know a well-grown tree (*i. e.*, one useful for timber purposes) from a bad one, and the right time of year for felling. Know generally the principles of levering, hauling and stacking timber and bark usual in the locality. Know the best woods for fires.

92. PATROL BADGES.

Plague and Cholera inoculation.—The qualifications necessary for this badge, which shall, when awarded, be affixed to the obverse of the patrol flag, are as follows :—

(*a*) The Patrol shall have worked as a team in the assistance of a Doctor and shall have lined up patients, stripped sleeves, applied iodine and established a confidence in the treatment, as well as have contributed generally to the success of the inoculation process by restraining refractory children, holding babies and by performing similar acts of kindness, utility and sympathy.

(*b*) Individulal members of the Patrol must know all the arguments for and against inoculation and must be able to explain them clearly and cheerfully to all conditions of men, women and children and be capable of meeting all the objections and prejudices due to obstinacy, fear, shyness, stupidity, sentiment, special customs, religion, &c.

(*c*) The Patrol shall be conversant with the disinfection of houses and the cleaning of wells, and members of the Patrol working in pairs must be capable of supervising and organising people in disinfection and well-cleaning methods.

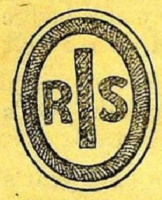
(*d*) At least one member of the Patrol must possess the Public Healthman's Badge.

The Badge will be granted by the Provincial or State Commissioner on the recommendation of the District Commissioner supported by that of one qualified medical practitioner, and shall be of the pattern supplied as the "Public Healthman's" Badge.

93. ROVER SCOUT PROFICIENCY BADGES.

Method of examination and issue as for Wolf Cubs (see Rule 90). Rover Scouts may not wear Scout Proficiency Badges.

Rover Instructor.



Must show a knowledge of, and ability to instruct in, the subjects of the Scout First-Class Test or of two of the Scout Proficiency Badges, or of the first and second Star tests for Wolf Cubs and two Wolf Cub Proficiency Badges.

A high standard of instructional ability is required in each case.

The Badge is worn above the right breast pocket.

Rambler's Badge.

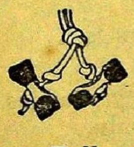
Must walk an aggregate of 100 miles, outside towns, during week-end or holiday hikes; must keep a log of his journeys to be handed in on completing the total of 100 miles; this log should give dates, places and distances, and should preferably give information that would be of use to other hikers, such as places of interest to be visited *en route*, good camping places, inns, hints for finding the way at difficult points; sketch maps and nature notes should be included.

The Badge is worn on the left shoulder strap.

94. OFFICERS' BADGES.

Officers must not wear *Scout* Proficiency Badges.

Wood Badge.

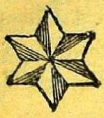


Awarded to *Scout* Officers who complete satisfactorily the respective courses of training outlined in the pamphlet, "The Training of Scouters".

Full particulars as to the conditions governing the issue of the Badge are contained in the above mentioned pamphlet.

The Badge consists of facsimiles of two of the Beads forming the necklace originally belonging to the Chief Dinizulu, which was captured by the Chief Scout during the Zulu War. It is worn strung on a leather bootlace round the neck.

95. SERVICE BADGES.



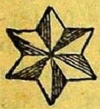
(*a*) Cubs may wear a six-pointed white metal badge with yellow cloth background above left pocket for each year's service.

(*b*) Scouts may wear a similar badge for each year's service with green cloth background.

(*c*) Rover Scouts may wear a similar badge for each year's service with red cloth background.

(*d*) For a year in which a boy serves partly in one rank and partly in another, he is intitled to the service badge of the type (*a*, *b*, or *c*) for which he may have served more than six months.

(*e*) A Scout may continue to wear badges of type (*a*) and a Rover Scout badge of types (*a*) and (*b*).



(*f*) A five-pointed gilt metal badge, with cloth background of the appropriate colour, may be substituted for five of the above (*a*, *b*, or *c*) of the same type.

(*g*) Officers may, if they desire, wear the above badges with a background of the colour appropriate to the nature of their service.

The above Badges are also issued in embroidered cloth.

96. ALL-ROUND CORDS.

Scouts with the following qualifications are entitled to wear All-round Cords on right shoulder.

There are three grades of All-round Cords—

(*a*) For holder of six Proficiency Badges. Open to First-class Scouts only.

(*b*) For holder of 12 Proficiency Badges. Open to King's Scouts only.

(*c*) For holder of 18 Proficieney Badges. Open to King's Scouts only.

(The colours for the first grade are green and yellow, for the second grade red and white, for the third grade gold.)

97. BUSHMAN'S THONG.

Scouts with the following qualifications are entitled to wear the Ranger Cords, consisting of a leather thong on the right shoulder.

Must be a First-class Scout and hold the camper badge, together with either the naturalist or the stalker badge and also one of the following badges :—

Starman, Weatherman, Woodman.

Rover Scouts may qualify for the Bushman's thong, but in their case the standard for the qualifying badges will be as described in Rules 36 and 93.

98. SUPPORTER'S BADGE.

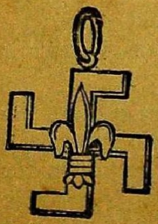
Associates of the Boy Scouts Association (see Rule 7) Members of the Provincial and State Councils, member and associates of Local Associations and other supporters of the movement may wear a miniature gold or green and yellow enamel pin badge.

Its possession does not of itself constitute membership of the Boy Scouts Association. (See Rule 2).

99. OLD SCOUT'S BADGE.

Any Scout or Rover who has had three years' active service in any rank or ranks and has obtained a legitimate discharge from his Local Association may wear a fleur-de-lys surrounded by circle, as pendant or buttonhole badge.

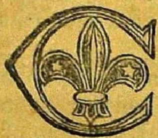
100. THANKS BADGE.



Made up of the Swastika with fleur-de-lys superimposed. It is the privilege of any Scout, of whatever rank, to present this Badge of Thanks to any one who does a Scout a good turn, provided he first obtains the approval of his Local Association, or District Commissioner. It does not entitle the wearer to membership of the Boy Scouts Association.

DECORATIONS.

101. "CORNWELL" SCOUT.



(I) (*a*) Must be specially recommended by a recognised body of Scouts for pre-eminently high character, devotion to duty, and specific acts of physical courage; or

(*b*) hold an award for bravery for having saved life under exceptional circumstances; or

(*c*) have undergone great suffering in a heroic manner.

(II) Must be a first-class Scout.

(III) Must obtain a really good report from his Scoutmaster and some independent responsible person for—

(*a*) Industry and effort.

(*b*) Obedience and discipline.

(*c*) Trustworthiness.

(*d*) Punctuality in attendance.

(*e*) Smartness of bearing, kit and appearance.

(IV) Must have passed for a Helper's Badge.

(V) Must have passed for two of the following Badges :—

Boatman, Pilot, Sea Fisherman, Signaller.

Star-man, Swimmer or Rescuer, Coast Watchman.

Rover Scouts are eligible.

Applications to be made on Form M obtainable from General Headquarters.

102. AWARDS FOR GALLANTRY AND GOOD SERVICES.

FOR GALLANTRY—

All Officers and *Scouts* are eligible for the following decorations :—

The recommendations must be made by a Resolution of the Local Association and be supported by the District and Provincial or State Commissioners, but the nature of the award applied for must not be specified.

Recommendations for awards to Commissioners should be made by the Provincial or State Commissioner.

The Secretary of the Local Association will send in a full account of the case, with the evidence of eye-witnesses, if possible, to the Provincial or State Commissioner who will forward same with his recommendation to the Chief Commissioner. The applications will be judged on their merits by the Chief Scout for India and Burma.

The same action cannot be made a ground for application for more than one award.

(*A*) *Bronze Cross.*—Red Ribbon.

Highest possible award for gallantry. It can only be won when the claimant has shown special heroism or has faced extraordinary risks.

(*B*) *Silver Cross.*—Blue Ribbon.

For gallantry with considerable risk.

(*C*) *Gilt Cross.*—Ribbon Blue and Red, Vertical.

For gallantry without special risk.

The crosses are worn on the right breast.

Bars may be awarded for additional acts of gallantry.

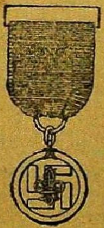
The above may also be awarded to a Group for joint action, in which case the cross is attached to the Group flag.

(*D*) *Certificate of merit.*

Certificates and letters of commendation are granted in other meritorious cases.

FOR MERITORIOUS ACTS AND GOOD SERVICES—

Medal of merit.



For Officers and *Scouts* who perform meritorious acts, or in the case of Officers specially good work on behalf of the Boy Scout movement; in the latter case it will only be awarded after a period of seven years' work as an Officer, unless there are exceptional circumstances.

Full records must accompany the claim.

The medal is worn on the right breast.

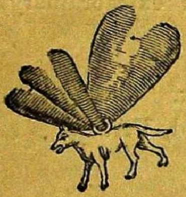
The medal may also be awarded to a Group jointly, in which case it is attached to the Group flag.

Certificates and letters of commendation are granted in other meritorious cases.

All Officers and *Scouts* are eligible for the above awards. The recommendation must be made by a resolution of the Local Association and be supported by the District Commissioner. Application in the case of good services on behalf of the movement is made on the Form " N " obtainable from General Headquarters otherwise on Form " L ".

SILVER WOLF.

(*Other than Honorary—is no longer issued.*)



" Silver Wolf " is worn as an " Order " round the neck on a green and yellow ribbon.

The Honorary Silver Wolf and Honorary Medal of Merit are granted at the discretion of the Chief Scout (Sir Robert Baden-Powell) on the recommendation of the Chief Commissioner.

Cloth Emblems are issued which may be worn on occasions when it is not convenient to wear the award itself.

APPENDIX A.

(SEE RULE 10.)

SPECIMEN BYE-LAWS.

(To serve as a guide only.)

---

1. *Name.*—The name of this Association shall be the ——————— * Association.

2. *Duties.*—Its duties are to perform the functions of a Local Association according to the Rules of the Boy Scouts Association for the time being in force.

3. *Area.*—The area to be administered by the Association shall be——————† and its neighbourhood or as may be hereafter decided by Provincial or State Headquarters on the recommendation of the District Commissioner.

4. *Membership.*—The members of the Association shall consist of the President, Chairman, District Commissioner, District Scoutmaster, Secretary, Treasurer, Registrar, Quartermaster, Librarian, Scoutmasters and Cubmasters duly appointed and all other persons duly elected as members or associates.

The office-bearers and members of the Association at the time of the passing of these rules shall form the members of this Association until the next annual election of members at a general meeting of this Association.

All Assistant Scoutmasters and Assistant Cubmasters and all persons interested in the Boy Scout movement shall be eligible for election as members.

Members shall ordinarily be elected until the next annual election of members at a general meeting of the Association, but such general meeting may elect as life members any lady or gentleman who has rendered special service to this Association.

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* Here put the name of the Association.

† Here name area to be administered.

Election shall be by those present at the annual meeting of the Association or at a meeting of the Executive Committee.

At the annual general meeting of this Association all members shall be eligible for re-election, but any member absent from India shall not ordinarily be put up for re-election unless he shall have expressed a wish to be re-elected.

5. *District Scoutmaster.*—A Scoutmaster or other suitable person may be appointed to act as District Scoutmaster. The District Scoutmaster shall take command at combined rallies and shall carry out such duties as are laid down in these Bye-Laws or invested in the appointment by the District Commissioner.

6. *Secretary.*—A Secretary shall be appointed to perform amongst others the duties laid down below.

Provincial or State Headquarters must be kept informed at all times of the name and address of the Secretary.

The Secretary shall—

(*a*) issue notice of all meetings, maintain records of all proceedings of meetings, and give effect to all decisions and resolutions;

(*b*) apply to the Provincial or State Headquarters for Warrants and distribute same, maintain the Warrant Register;

(*c*) conduct correspondence with the Provincial or State Headquarters;

(*d*) keep a stock of forms—

(1) for the Registration of a Troop by the Local Association;

(2) for the Registration of a Cub Pack by the Local Association;

(3) nomination for the appointment of Scoutmasters or other officers;

(4) nomination for the appointment of Cubmasters or Assistants;

(5) troop register books, registration forms and Scout transfer forms.

(*e*) Maintain the register of members—

(1) of the Association;

(2) of the Executive Committee;

and see that newly-appointed officers are put up for election;

(*f*) obtain tram passes, &c., for the use of Troops;

(*g*) generally promote smooth and harmonious working whereby Troop officers may be able to devote their entire energies to the efficiency of their Troops.

7. *Treasurer.*—A Treasurer shall be appointed whose duties shall be to collect and receive all monies on behalf of the Local Association, and to keep an account of all funds in his hands.

He shall not pay out any money unless authorised by the Finance Committee or in cases of urgency by the Chairman. The Finance Committee may in their discretion give standing authority to the Treasurer to make recurring payments, as for instance Headquarters rent and the like.

8. *Registrar.*—A Registrar may be appointed whose duties shall be to keep a record of Scouts and Cubs invested as Tenderfoots or Tenderpads, with particulars of Badges, Decorations earned, promotions, &c., Scout leaving certificates and notes of their subsequent careers so far as can be ascertained.

Registration forms shall be filled in by Scoutmasters and Cubmasters and submitted to the District Scoutmaster at least three days before the date of investiture and shall be forwarded by him to the Registrar. Lists of the names of Scouts who have earned badges, &c., with particulars thereof shall similarly be submitted to the District Scoutmaster. Scoutmasters and Cubmasters shall inform the Registrar of all changes of addresses of Scouts and *ex*-Scouts, promotions in the Troop, transfers, registrations, &c., in order that the Register may be a correct and up-to-date record.

9. *Quartermaster.*—A Quartermaster may be appointed whose duties shall be to purchase, under the authority of the Finance Committee, such articles of uniform as can be obtained locally and to prepare indents for submission to the Secretary for such articles including badges, all round cords, &c., as are to be obtained from Provincial or State Headquarters.

10. *Librarian.*—A Librarian may be appointed whose duties shall be—

(*a*) to take charge of the Scout Headquarters Library;

(*b*) to supervise the issue and return of books;

(c) to indent through the Secretary for Scout literature from Provincial or State Headquarters;

(d) to bring to notice new Scout publications by short reviews in the local Magazine (if any) or otherwise;

(e) to indent through the Secretary for Scout periodicals required by the Association or Scout and Cub officers or Scouts and Cubs.

11. *Meetings of the Local Association.*—The Local Association shall hold at least one meeting annually, not later than * * , at which the following business shall be transacted :—

(a) consideration of the reports of the Secretary and Treasurer for the past year;

(b) election of members to the Local Association (see Bye-Law No. 4);

(c) election of office-bearers and the Executive Committee for the ensuing year;

(d) any motion of which due notice has been given;

(e) any matter admitted by the Chairman.

Special Meetings of the Local Association may be called at any time by the Chairman or upon a requisition made by ten members of the Association.

12. *Executive Committee.*—The general functions of the Local Association shall be carried out by an Executive Committee consisting of the Chairman, District Scoutmaster, Secretary, Treasurer, Registrar, Quartermaster, Librarian, Scoutmasters, Cubmasters and other Scout officers and ladies or gentlemen elected thereto.

The Executive Committee shall meet at such times as may be decided upon and at such other times as it may be summoned by the Chairman.

The duties of the Executive Committee shall be—

(a) to carry out all the duties of the Local Association, as laid down in the Rules of the Boy Scouts Association, India, other than those reserved by these Bye-Laws for meetings of this Association;

(b) to assist Scoutmasters in arranging their annual camps;

* As may be decided by the Local Association.

(*c*) to assist Scoutmasters in finding Instructors in special subjects;

(*d*) to appoint from amongst its members a Finance Committee (see Bye-Law No. 13);

(*e*) when authorised by the District Commissioner to make arrangements for carrying out joint parades, demonstrations, competitions, &c.;

(*f*) to discuss and decide (subject to such sanction as may be required by the rules) upon all matters of interest to the Association;

(*g*) when necessary to appoint Sub-Committees for any special work of the Association or any investigation in connection with the Scout movement.

Finance Committee.—The Finance Committee shall be elected annually at the first meeting of the Executive Committee held after the Annual General Meeting and shall consist of the Chairman, Treasurer, Secretary and Quartermaster and not less than three or more than five other members of the Executive Committee.

The Finance Committee shall meet ordinarily once a month and at such other times as may be deemed necessary. Meetings of the Finance Committee shall be convened by the Treasurer.

Three members of the Finance Committee personally present shall form a quorum.

It shall be the duty of the Finance Committee to receive and examine all returns and accounts submitted by the Treasurer, to authorise payments, to consider and determine the amount of financial assistance that it is desirable to give to individual troops, to receive and examine Troop accounts and generally to manage the financial affairs of the Association.

14. *Finance.*—So far as possible, with due regard to the class of Scout and the standing of parents, Troops should be self-supporting, but grants will be made by the Finance Committee as may be required.

Funds may be collected by the Treasurer from the general public. Subject to the limitations this imposes, a Troop may accept funds from persons specially connected, whether by relationship or otherwise, with the members thereof.

Scouts and Wolf Cubs in uniform are forbidden to sell tickets or programmes at theatres, music halls or public performances other than their own.

Not later than the   in each year Scoutmasters and Cubmasters shall submit to the Treasurer approximate estimates of the subsequent season's financial requirements to serve as a guide, together with a statement of accounts showing the expenditure of monies received from the Association or otherwise during the current financial year. Supplementary estimates may be submitted subsequently, as and when necessity arises.

15. *Uniform.*—In the case of troops where the Scouts' parents or relatives cannot afford to supply uniforms the following articles may be regarded as a legitimate charge on Association fund or funds allotted to Troops by the Finance Committee:—

Hat, Scarf, Shirt, Shorts, Belt, Stockings, Garters, Staff, Shoulder-knot, Shoulder numeral, Lanyard, Billy Cans (two per patrol or six).

Other articles not enumerated in the above list, if in stock, can be obtained on payment.

16. *Badges.*—Candidates for proficiency badges must have passed the second-class test for Scouts or the second star test for Cubs.

For first-class and all proficiency badges tests must be passed before at least one independent and qualified Examiner.

Badges will be issued by the Quartermaster against certificates duly signed by the Examiner or Examiners and countersigned by the Scoutmaster or Cubmaster.

Service Badges (one year and five-year Stars) will be issued on a requisition from the Scoutmaster or Cubmaster on a mere statement of the names for whom required.

All round cords will be issued by the Quartermaster against certificates duly signed by the Scoutmaster detailing the badges held by the first-class Scout or King's Scout in whose name the application is made.

All certificates and applications for Badges and All-Round Cords must, except under special circumstances, be in the hands of the Quartermaster at least three days before the date fixed for presentation.

In the event of Badges being lost, duplicates will be issued on the application of the Scoutmaster or Cubmaster on payment at such rates as the Finance Committee may decide.

17. *Transfers.*—No boy may ordinarily be accepted for enrolment in a Troop of Boy Scouts or a Pack of Wolf Cubs who has been a member of a Troop or Pack in another Association within six months of his application unless he is provided with a transfer paper duly signed by his late officer. In the case of a boy desiring to transfer from one Troop in this Association to another Troop in this Association, the boy may not be accepted unless he is provided with a transfer paper duly signed by the officer of the Troop he desires to leave. In the absence of a transfer paper the Scoutmaster of the Troop to whom the boy has applied shall consult with the Scoutmaster of the Troop to which the boy belongs or belonged as to the desirability of transfer. In case of any difference of opinion the matter shall be referred to the District Commissioner whose decision shall be final.

(*N. B.*—The principle underlying this rule is that frequent transfer or transfers arising from discontent with the existing Troop are to be deprecated.)

18. *Troop Records.*—Scoutmasters and Cubmasters are expected to keep accurate statements of account and records of all boys in their Troops or Packs. (The assistance of Patrol-Leaders should be used in this for educative reasons.)

It is important that Patrol-Leaders' reports should be insisted on.

19. *Leaving Certificates.*—A book of Scout Leaving Certificates shall be kept by each Scoutmaster and Cubmaster in which shall be recorded his opinion as to any Scout leaving the Troop or Pack on transfer or otherwise. A copy of such certificate shall be forwarded immediately to the Registrar.

20. *Alterations.*—These Bye-Laws shall not be amended unless by a two-thirds majority of those present at a meeting of the Executive Committee.

The approval of the Provincial or State Headquarters is necessary to any addition to oı amendment of these Bye-Laws.

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